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PRACTICAL POLO

(WITH ILLUSTRATIONS)



BY

B. RAMANATHAM



MADRAS

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1929.

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B RAMANADHAM.

PREFACE.

The Author's apology in submitting this little book to the Polo-playing public is his long acquaintance with the game both as a player and as a spectator. As a player he has had much experience of the game, and as spectator, he had witnessed, both in England and India, the game played by experts. When Rajah Venugopala Krishna Yachendra Bahadur went to England in the years 1893 and 1900, the author had the good fortune of following him there and witnessing the game played on English Polo grounds. Again, in India he witnessed "The International and the Regimental Tournaments" held at Delhi in the year 1903; the tournament at Delhi in 1911 on the occasion of the Delhi Coronation of H. M. George V, King of England and Emperor of India; the Polo tournament held at Calcutta in 1912 on the occasion of H. M. The Emperor's visit to that town; H. R. H. Duke of Cannaught's Commemoration Polo Tournament at Delhi in 1921; "The Birthday Tournaments" of Mysore, and many others.

The game of Polo is one that makes a player a good rider and instils in him courage and confidence. It is a Military game in which the ball is considered to be a Man's head and the sticks to be swords, and the whole game is likened by some to sword practice. That is why the members of the Army and the Maharajahs take so much

interest in the game. The author having critically studied the game for a number of years has now ventured to publish this little book with a number of diagrams and hopes it will be of some use to beginners.

The author begs to acknowledge the great help rendered by the late Mr. Puranam Subbiah Garu, B.A., L.T., of Venkatagiri Town in bringing the book into some shape, but his grateful thanks are due to M. R. Ry. C. Kesavarao Naidu, B.A., for rewriting the whole book and seeing it through the Press.

BALARADH RAMANATHAM.
Jamadar, Lancers, Venkatagiri Somasthanam.

FOREWORD.

The author of this book Mr. B. Ramanatham is a native of Venkatagiri and belongs to a family of sportsmen. His ancestors were famous for their skill in wrestling, sword play and in feats with the lance. His father Venkataswami was an expert fencer and by his proficiency and victory in wrestling became the master of a Gymnastic institution called the Kusti Garadi in 1852. To his brother Kalappa belongs the credit of establishing the supremacy of the stick over the lance. Armed with a stick three feet long, he was able to vanquish his foe with the lance and thus earned for the family the Surname of Bala Rudh in the year 1886. These events took place at the time of the late Rajah of Venkatagiri Sree Sarvagna Kumara Yachendra Bahadur Varu, C. S. I., (27th generation) who was himself an expert in lance and sword play and in appreciation of the skill and proficiency of the winning combatants conferred not only the title above named but also gave gold Thodas and other appropriate presents.

The author's brother's sons B. Venkataswami and B. Sreeramulu also inherited the same qualities and won athletic championship more than once in Madras during the times of Lord Amthill and Lord Pentland.

The author is a keen Sportsman and Secretary of Sports Section, Venkatagiri Gymkhana Club. His capacity for teaching makes the book useful.

Mr. B. Ramanatham had a great desire to offer to the Polo public a few suggestions in a book form and in spite of his ignorance of the English language and other financial difficulties has succeeded in bringing this book into existence. No doubt this subject has been exhaustively treated by other eminent authors and yet it is hoped that the author's long experience of Polo under a variety of conditions will, as embodied in the book, be found of practical value especially with the help of the numerous diagrams that form so noteworthy a feature of this publication.

VENKATARAMA RAO,
Venkatagiri.

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The Venkatagiri Gymkhana.

In the year 1891 the Rajah V. Kishen Bahadur allotted to sports a spacious piece of ground named by him Feteah Maidan and building called Vijiamahal. His brothers Rajah Muddu Krishna Yachendra Bahadur and Rajah Venugopala Krishna Yachendra Bahadur co-operated with him in starting the Venkatagiri Gymkhana Club, under whose auspices annual sports known as the Venkatagiri Gymkhana Sports are being held. In the year 1896 the late Maharajah of Venkatagiri, presented a building to the Madras Gymkhana Club, and his brothers Rajah Kishen Bahadur and Rajah Venugopala Bahadur became members of the Club. The prominent position held by them in that club in connection with Polo and their interest in that game encouraged them to introduce Polo into their native town and this desire of theirs was realised in the year 1898, and during the Dasara of that year the first match in Polo was played on the Feteah Maidan by Venkatagiri Gymkhana team in which the Author played against the Nellore team.

The club was well encouraged by the visits of important persons, viz. The Rajah of Kalahasti during the Silver Jubilee of the Gymkhana in 1917; H. E. Lord Pentland in 1917; Their Excellencies Lord and Lady Willingdon in 1922 and Major General Ponsonby in 1924. The Club held sports and games in honour of their visits on the occasions and prizes were distributed to the winners by the Honoured guests.

PATRONS.

Capt. Sir The Maharajah Velugoti Govinda Krishna Yachendra Bahadur, K.C.I.E The Maharajah of Venkatagiri, became the patron in 1917.

H. E. Lord Willingdon, Governor of Madras, became the patron in 1922.

H. E. Lord Goschen, Governor of Madras, became the patron in 1924.

The founder, the late Rajah V. Kishen Bahadur was till his death the Honorary Secretary of this Club. The late Maharajah of Venkatagiri, Sree Rajagopala Krishna Yachendra Bahadur, G.C.I.E., was till his death the patron of this club.

MEMBERS.

Total number of members is 130.

Capt. Sir The Maharajah of Venkatagiri, K.C.I.F., has been of great help to the Venkatagiri Gymkhana Club.

He has also earned considerable renown as a liberal donor in all matters connected with sports. He has presented cups to the Madras Gymkhana Polo tournaments. He was also graciously pleased to present the sum of Rs. 50,000/- to the Guindy Race Club in order to build the Venkatagiri stand at Guindy in 1920. He is also a Steward of the Race Club.

An Eastern Story about Polo to show its Antiquity.

My chief aim in producing this book before the Polo playing public is to show by means of practical illustrations the method of securing efficiency in the playing of the game of Polo. This game has been in existence in India from time immemorial. Some centuries ago there lived a Parsee who wrote a story as follows :—

" During his expedition into India, Amir Hamza of Arabia chanced to meet a fair young lad, clad as a Fakeer, in a dejected mood. The Amir suspected him of noble descent and wished to ascertain the reason of his distress. The young lad could not be easily induced to open his heart but with great difficulty the Amir learnt from him that he was in love with a certain princess who had taken a vow to marry one that would successfully compete with her in the game of Polo and that failure in the contest would entail his head being struck off and fixed to the Ramparts of her Castle, and that many met with that fate. The Amir promised to win for him the princess and they set out to the City of Emen. The Amir then paid a visit to the princess and told her that he would play the game with her on pain of losing his head in case of defeat, provided the Princess agreed to marry the young man he would choose for her in case he succeeded. The Princess gave her assent to the conditions imposed on her. After settling the conditions, the Polo ground was lined with the troops of the Princess and of the Amir facing each other. The Princess who was of extraordinary beauty and who was dressed in robes of gold and precious stones, mounted on a beautiful charger, rode majestically into the lists and challenged the Amir. The Amir strode out into the lists on his faithful " King " and accepted the challenge. A ball was thrown between them and the Princess dashed off with the ball at great speed. The Amir overtook her, wrested the ball from her and proceeded in the opposite direction with great energy and the Princess could not overtake him. Finding herself discomfited she cried aloud to the Amir to look at her and when he turned towards her she raised her veil. While the Amir was gazing with amazement at the exquisite beauty of the Princess, the Princess snatched the ball away from him and rode off with it in haste in her own way. The Amir recovered himself and finding the stratagem,

ushed towards her and took the ball off from her. The Princess retired aware of her inability to compete with him. The Amir vertook her and brought her to his own camp and gave her ver in marriage to the fair young lad and thus kept his word.

THE TRAINING OF THE PLAYER.

It is of the utmost importance for one who wishes to learn polo that he should be a bold and skilful horseman.

It is my sincere belief that a player ought not to start learning to hit the ball from horse back, for there is every probability of his hitting the animal's legs. I would therefore suggest the course described below which will be very useful to the beginner in learning to hit accurately and surely.

Select a circular piece of ground about a radius of four yards sloping from the edge to the centre. Enclose it with a wall or net to stop the ball from going out. Place a wooden horse in the centre of the prepared ground. Take your seat on it and practise hitting the ball in the following directions, as shown in figure No. 1 on the next page.

It is intended to give the beginner practice in hitting the ball in all possible directions.

N.B.—The head of the arrow in the figure indicates the head of the horse on which you practise.

HITS SHOWN IN FIGURE NO. 1.

1. Right to the left under the neck.
2. Right to left, corner hit to the front.
3. Straight hit to the front on the right side.
4. Hit to the corner on the right side.
5. Hit at right angles to your right.
6. Hit to the rear corner on your right.

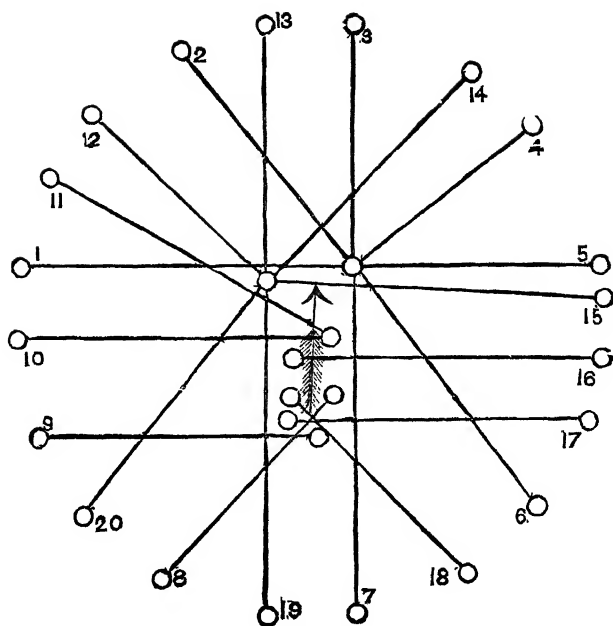


Figure 1.

7. Hit straight to your rear on the right side.
8. Hit from the right to the left, rear corner.
9. Hit from right to left to pass under the hind part of the animal.
10. Hit from the right to the left to pass under the belly.
11. Hit to the front corner from right to left to pass beneath the belly of the animal.
12. Take the ball to your left and hit it towards the left front corner.
13. Hit on your left straight to the front.
14. Hit from left to right front corner.

15. Hit from left to right to pass under the neck.
16. Hit from left to right to pass under the belly.
17. Hit from left to your right to pass under the hind part of the animal.
18. Hit from left to your right rear corner.
19. Hit straight to your rear on your left.
20. Hit to the left rear corner on your left.

Having practised the above hits, the novice should then proceed to practise in an open field, to hit the ball with a stick of the size of a walking stick, at the same time running along with the ball and after this he should begin to practise on a trained polo pony. The mode of practising in both cases will best be illustrated by the following figures. These strokes (Figures 15 to 20) can be easily understood after practising the twenty hits suggested above.

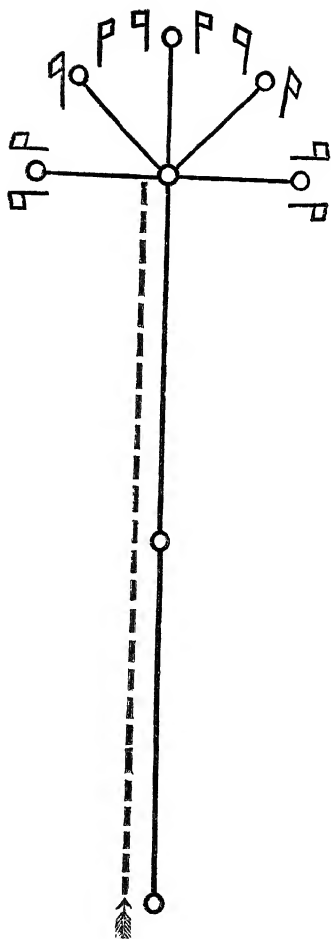


Figure 2.

Taking the ball on the right side and
hitting it to the sides and front

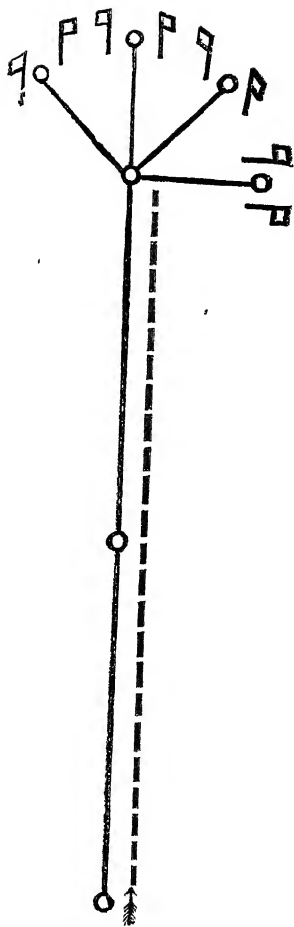


Figure 3.

Taking the ball from the left side and
hitting to the sides and front

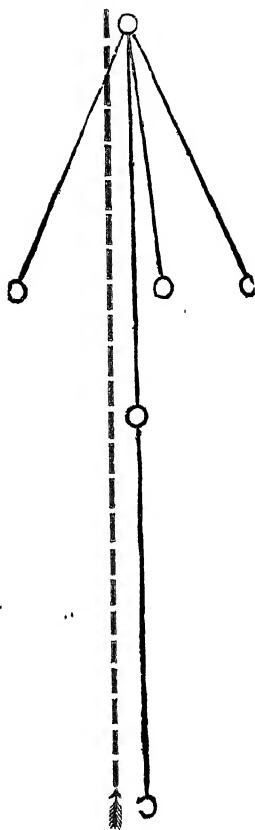


Figure 4.

Taking the ball on the right
and hitting it to the back
and sides.

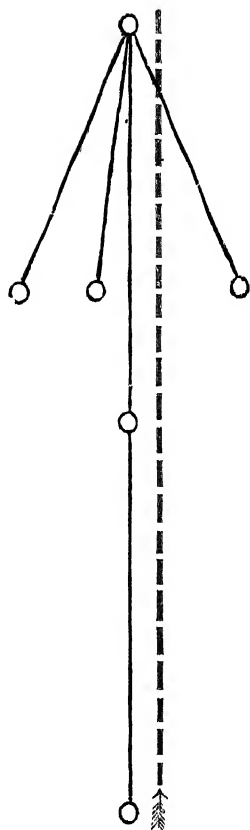


Figure 5.

Taking the ball on the left
and hitting it to the back
and sides.

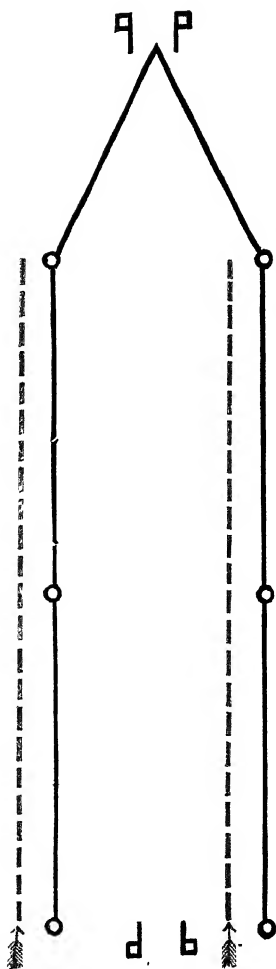


Figure 6.

Straight and side hits.

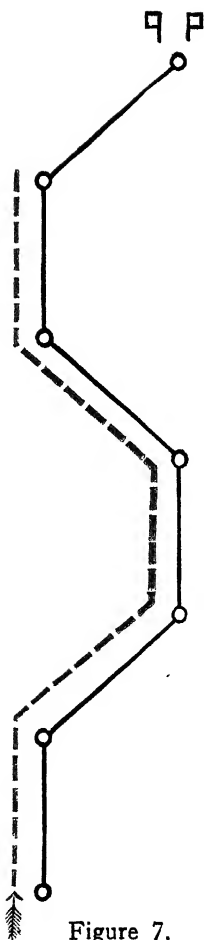


Figure 7.

Passing by single player.

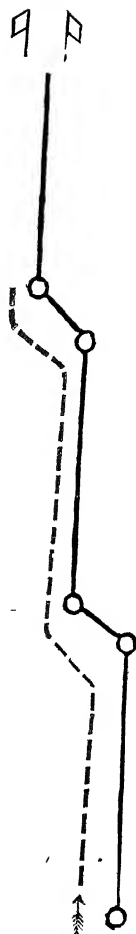


Figure 8.

Dodging.

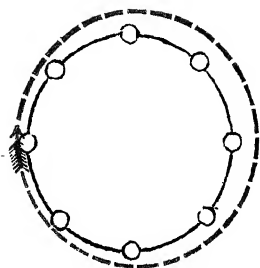


Figure 12.
Turning the ball in a circle
on the right.

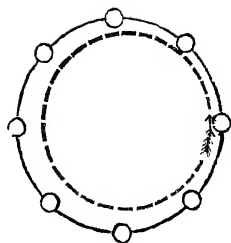


Figure 13.
Turning the ball in a circle
on the left.

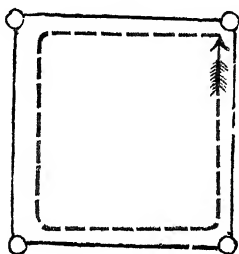


Figure 14.
Hitting under the neck
right to left.

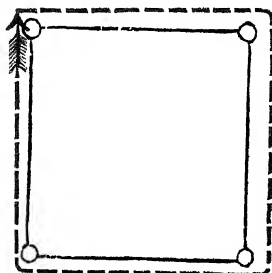


Figure 15.
Hitting at right angles
to the right

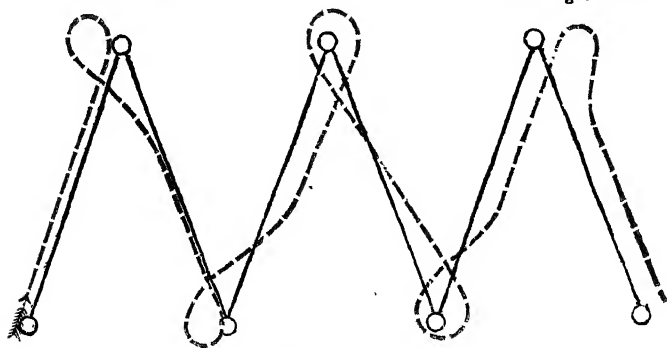


Figure 16.
Practising back hits and at the same time turning the horse.

The beginner will now be advised to mount a pony well trained in the game, and having taken the usual precautions (providing polo boots to the animal's legs) against the chance of hitting its legs, practise the above hits very carefully at a slow pace. Then he will follow the same course of training while the animal canters and lastly while it gallops. It appears to be quite essential that the beginner should obtain the help of a trained player to watch him undergoing the difficult courses suggested, for then he will have the opportunity of being corrected in time. No art shines well unless it is systematically learnt through a capable instructor. Even after this preliminary training the player that has constant practice is sure to secure success in the game, for practice makes a man perfect. The more practice the player has, the more successfully would he play. For example, Major Shah Mirja Beg, though a champion player, daily practises singly on his horse and on certain occasions on the wooden horse as well.

THE GAME.

The game is played with four men on each side and these are distinguished by the Numbers that are given to them. They are called Numbers. 1, 2, 3, and 4 according to the position they occupy in the field. Nos. 1 and 2 play the offensive while Nos. 3 and 4 the defensive and they are known as forwards and backs respectively. I shall proceed to mention their duties in the field in the order of their numbers. In the following diagrams the two opposing parties are distinguished by the colours red and black, the figures representing the players. The party which is represented by the red colour is always made to win and in all possible difficult situations these players are made to show considerable skill.

The note that is given to explain each diagram is intended to help the reader to understand the part that is taken by the

players who hit the ball. It is my earnest desire that the readers, instead of satisfying themselves with the notes given, should carefully study the diagrams and understand how the players, about whom nothing is said in the notes, strive to better the situation.

At the beginning of the play it is the Umpire that throws the ball. Diagram No. 1 shows the various positions of the opposing parties in the field. As the rules of the game as framed by the Indian Polo Association change from time to time, the readers are advised to keep themselves well informed of all changes. They ought to note especially the rules regarding foul play.



THE DUTIES OF No. 1.

No. 1 must be ready to receive the ball whether at the beginning of the game or when a ball has been hit out. He has got better opportunities of grabbing the ball and hitting goals than any other player of his side and he should therefore always try to avail himself of such opportunities. His prime duty in the game is to prevent No. 4 of the opposite party from taking the ball. He has always to keep a very careful watch on the opposite No. 4 and see that he (No. 4) does not in any way interfere with the ball that has been hit by his party either by riding him (No. 4) off or by crooking his stick. Whenever he rides off No. 4 he must try to keep himself on his adversary's right side. He should always watch how his own party is playing the game and at the same time observe very keenly the movements of No. 4 of the opposite party so as to keep him off the ball proceeding from his party.

Since No. 4 of each party is always the strongest man and his mounts strong and sturdy, No. 1, whose primary duty it is to ride off No. 4, should also be a man of much vigour and courage and his animals fast and quick in turning.

It will thus be seen that his duties are very onerous and that he plays the most important part in the game and will be the cause of the success of his party.

Vide Diagrams Nos. 1 to 10.

PLAN OF POLO GROUND.
LENGTH 300 yds. WIDTH 200 yds.

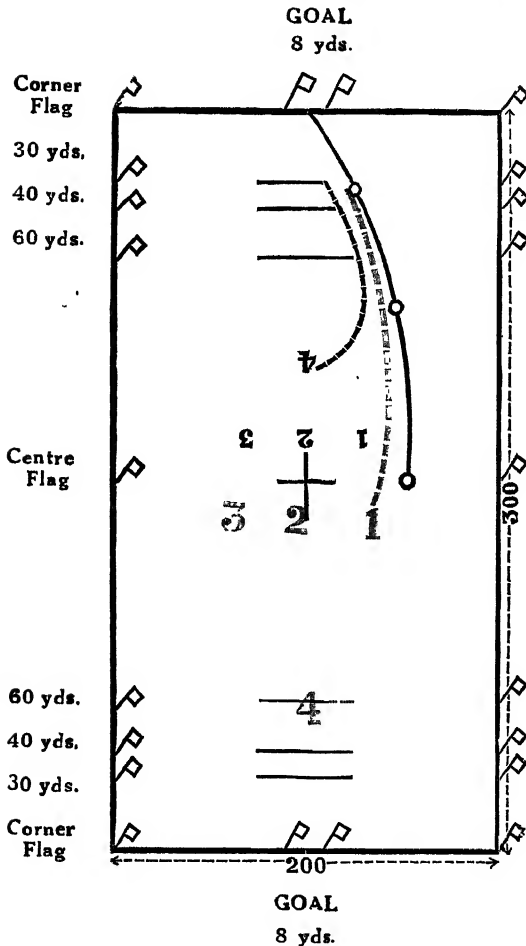


DIAGRAM No. 1.

This diagram shows the measurement of the ground and the position of the players at the beginning of the play and after every goal. The Umpire throws the ball at the centre and No. 1 who is always ready to take up the ball thrown by the Umpire, takes it and makes the goal, riding off No. 4 of the opposite party.

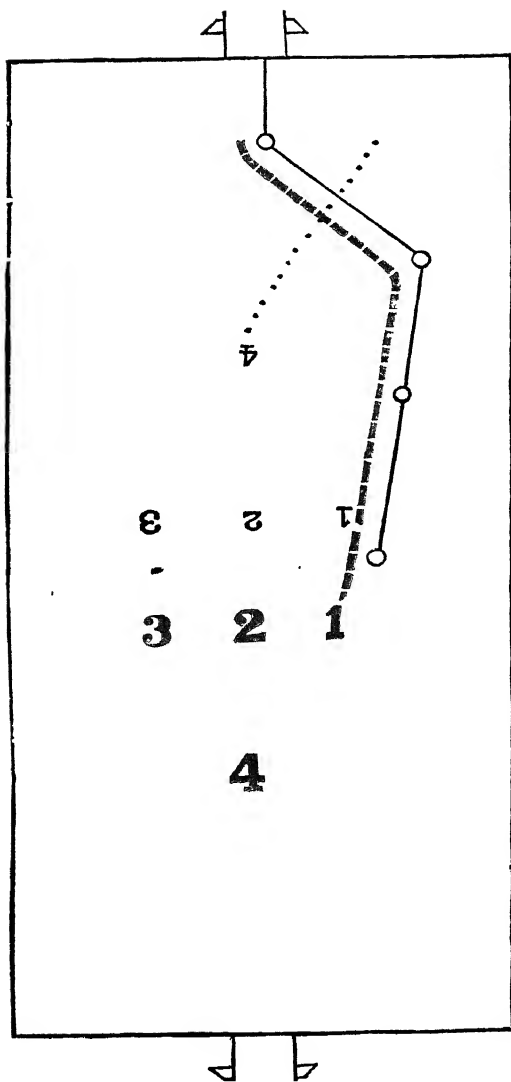


DIAGRAM No. 2.

The Umpire throws the ball. No. 1 takes it to the goal avoiding No. 4 of the opposite party.

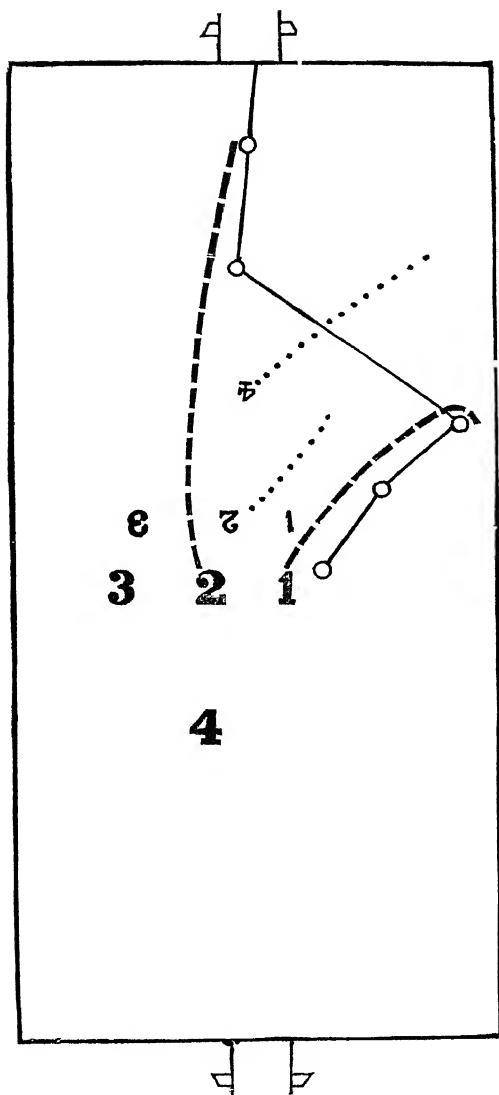


DIAGRAM No. 3.

No. 1 hits the ball and as it passes to a side, he is unable to push on ; so he hits from the right to the left rear corner and thus passes it on to his

No. 2 who puts it through the goal.

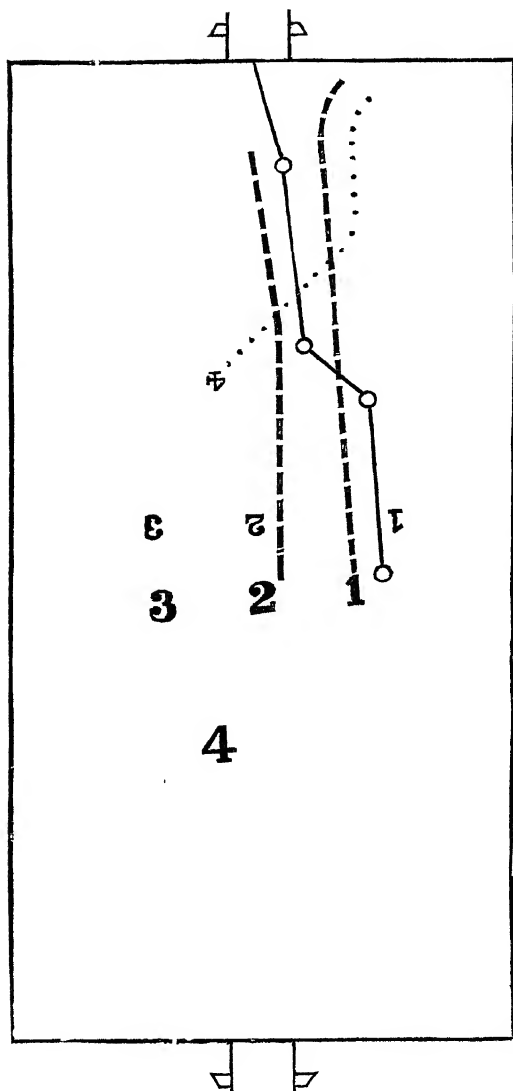
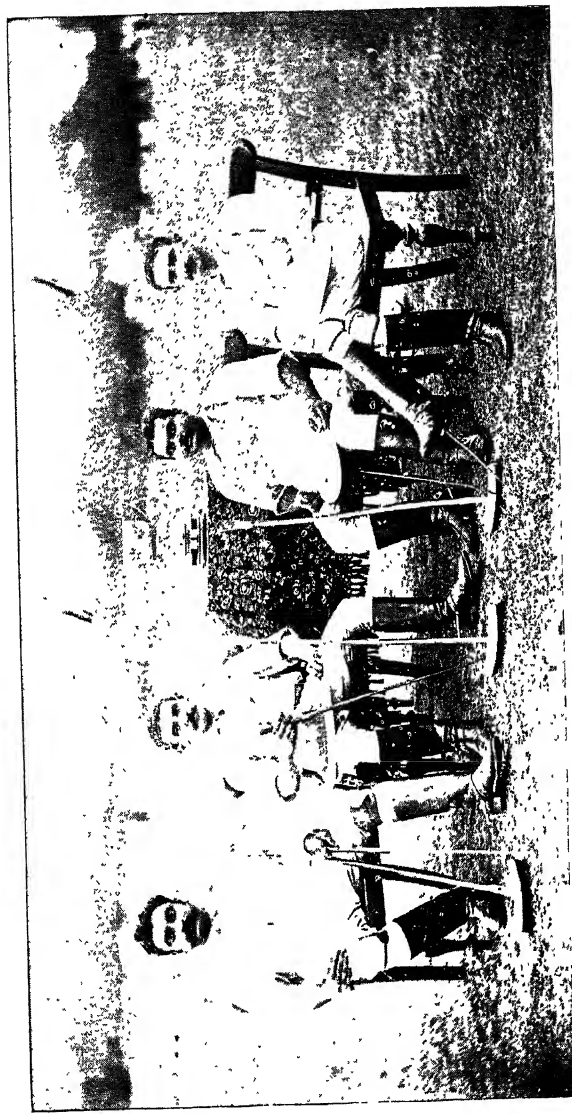


DIAGRAM No. 4.

No. 1 takes the ball ; as No. 4 of the opposite party attacks, he passes it on to No. 2 of his party and rides off No. 4 of the opposite party. No. 2 makes the goal.

WALTAIR POLO TOURNAMENT, 1899.



VENKATAGIRI GYMKHANA TEAM.

Raja V. Krishnau

Mr. W. M. Fainig.

Raja Venugopaul.

Capt. F. C. Lane.

MADRAS POLO TOURNAMENT, 1899.
THE RAJA VENUGOPAL CHALLENGE CUP.



QUEENS OWN IV HUSSARS TEAM.

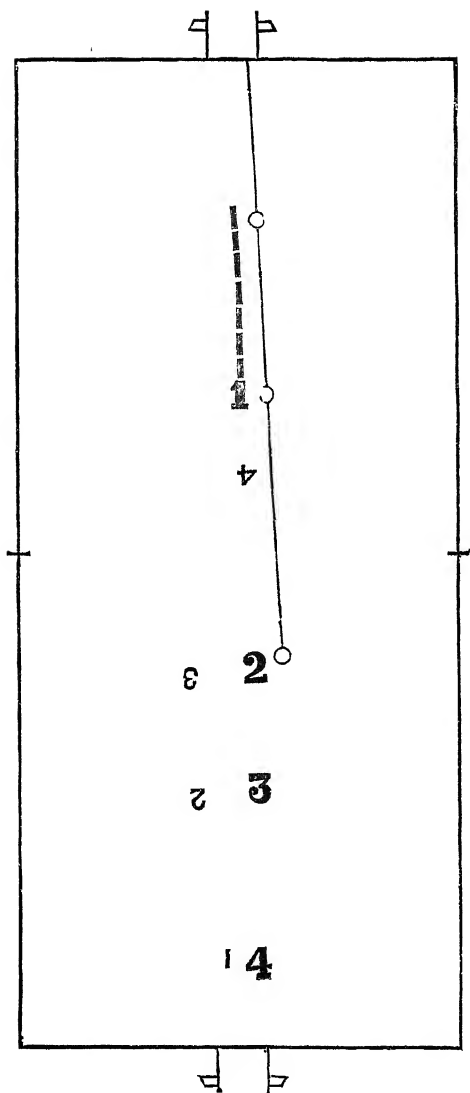


DIAGRAM No. 5.

No. 2 takes the ball and passes it on to No. 1 of his side who makes the goal.

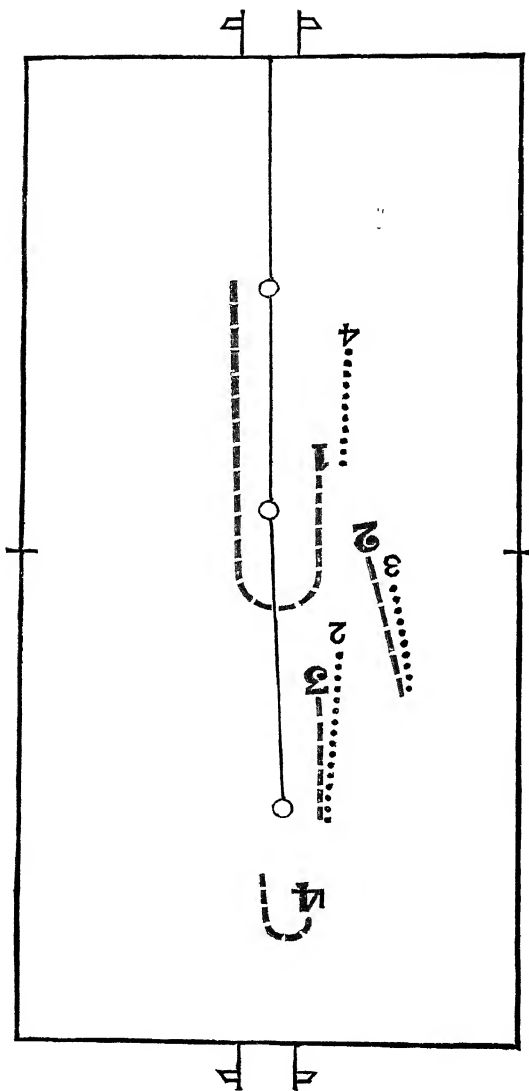


DIAGRAM No. 6.

No. 3 follows the ball advancing towards his goal and hits it straight to his rear on his right side. No. 1 of his party takes it and makes the goal.

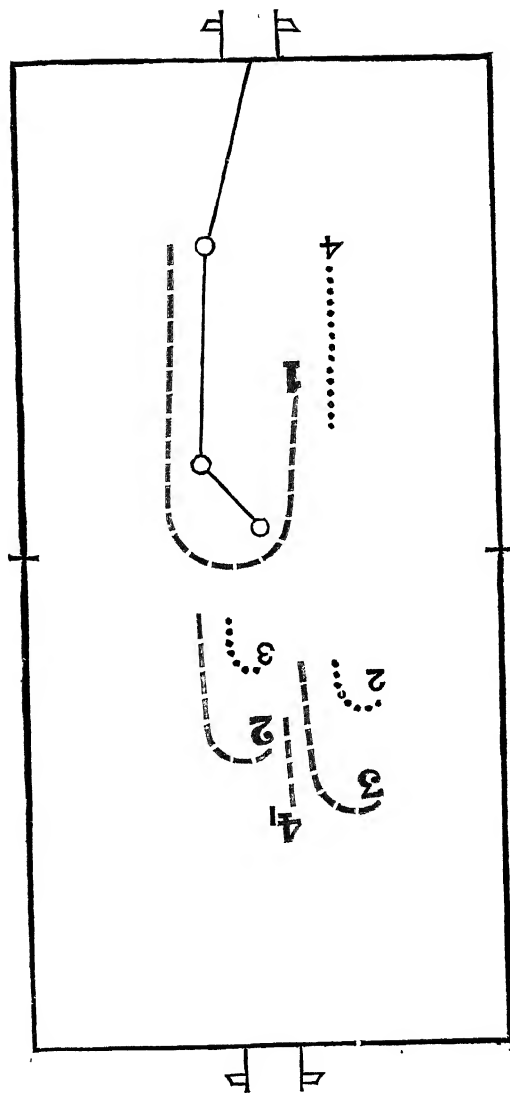


DIAGRAM No. 7.

No. 1 finds the ball within his reach, rides to it and gently hits it to the rear corner. He then turns his horse and takes the ball to the goal himself. He does not hit it with force nor straight to the back for fear of No. 4 of the opposing party.

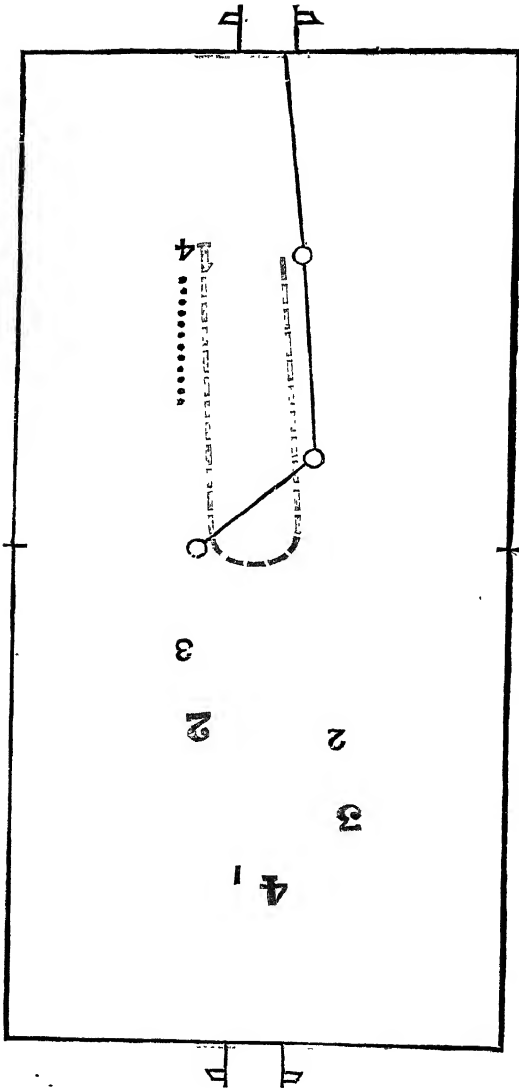


DIAGRAM No. 8.

Here No. 1 gently hits from the right to the left rear corner. He then turns his horse and takes the ball to the goal.

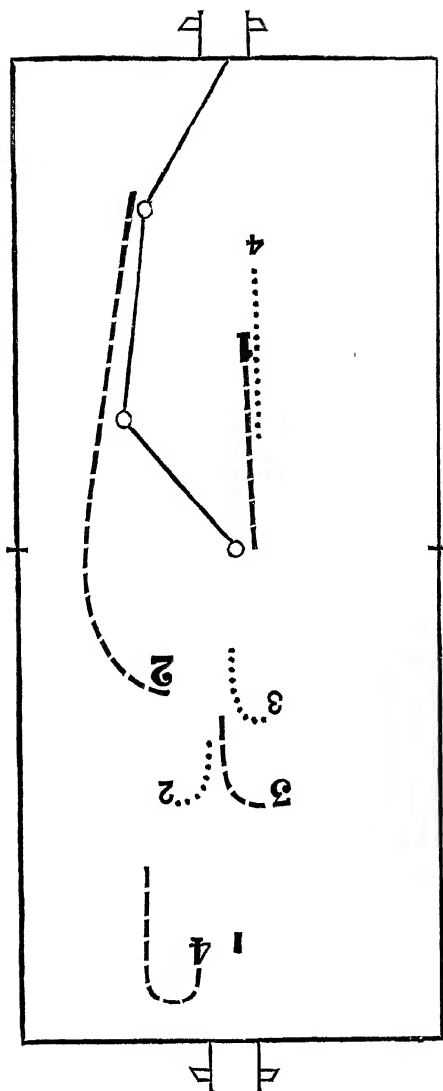


DIAGRAM No. 9.

No. 1 takes the ball and finding that he can with advantage pass it to his No. 2 hits it to the rear corner on his right, No. 2 takes the ball and makes the goal.

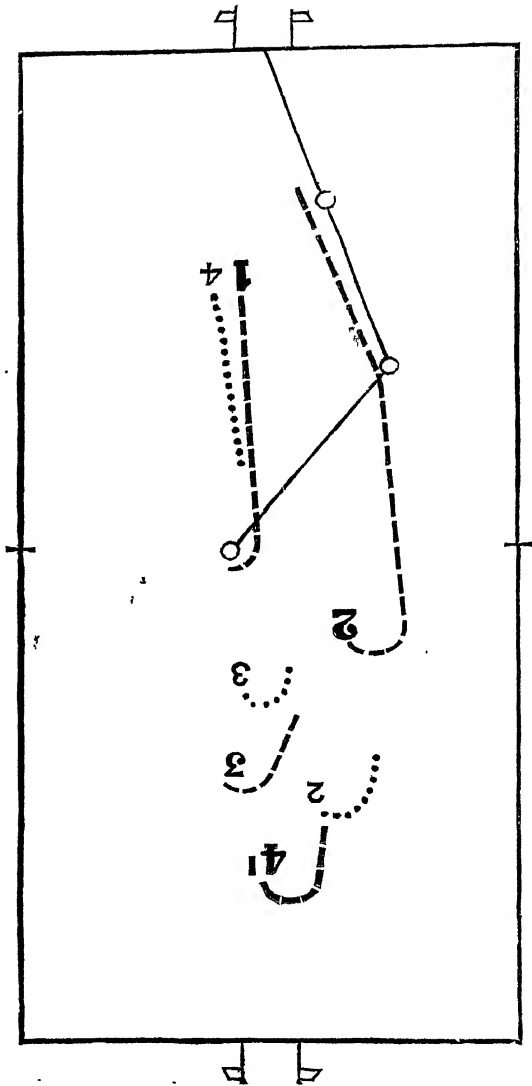


DIAGRAM No. 10.

No. 1 takes the ball and hits it from the right to the left rear corner.

No. 2 takes it and makes the goal.

DUTIES OF No. 2.

No. 2 gives all the pleasure in the game to the lookers on as well as to the players, and his is the most interesting part in the game. The success of his party rests to a great extent on the skill with which he discharges his duties. So he must be one who is very calm and collected with a sharp eye. He should be an adept in taking the ball and his duty rests chiefly in hitting goals.

He should always be on the alert and in case No. 3 of the opposite party tries to attack him he should bring the ball to his left and ride him off. He should at all times be ready to take the ball hit by his No. 3 or No. 4 and make a goal. When No. 3 of his party has the ball he must clear the way for him and fall into his (No. 3) place in the field.

An important duty of No. 2 is to give clear instructions to his No. 1 such as "leave the ball," "take the ball," etc.,. When giving a long hit, he must see that the ball goes to the side of his No. 1 and not to that of No. 4 of the opposite party. In that case No. 1 will surely make a goal.

I would advise No. 2 not to take the ball right through the centre of the field always. He may take the ball, when necessary, along the field line and then centre the ball when his No. 1 or No. 3 can take it and make a goal.

No. 2 must always be a promising player, a good hitter and a resourceful man to take all possible chances for making a goal. His horse must be handy and a good runner. An Arab horse is preferable for this player as it is always very handy. Vide Diagrams Nos. 11 to 40.

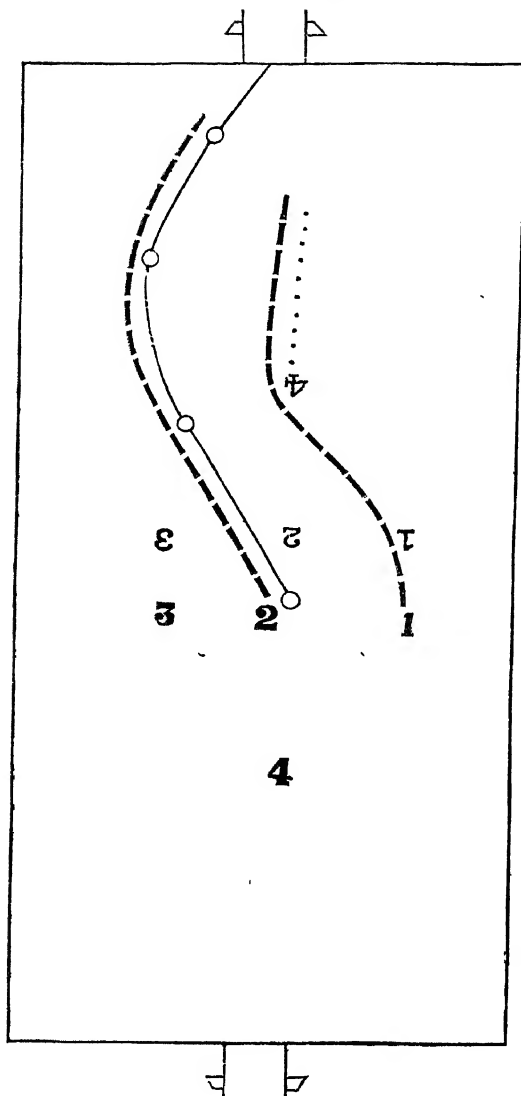


DIAGRAM No. 11.

No. 1 misses the ball thrown by the Umpire; No. 2 takes it, hits and makes the goal, while No. 1 rides off No. 4 of the opposite party.

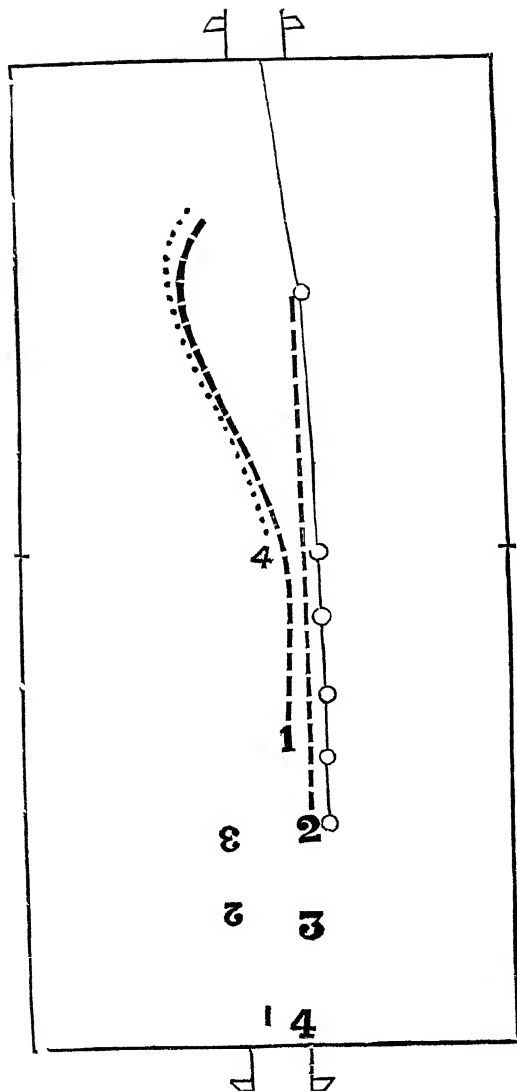


DIAGRAM No. 12.

No. 2 takes the ball by short hits as he is afraid of the opposing No. 4, but when

No. 1 of his party rides off No. 4, he gives the ball long hits and makes the goal.

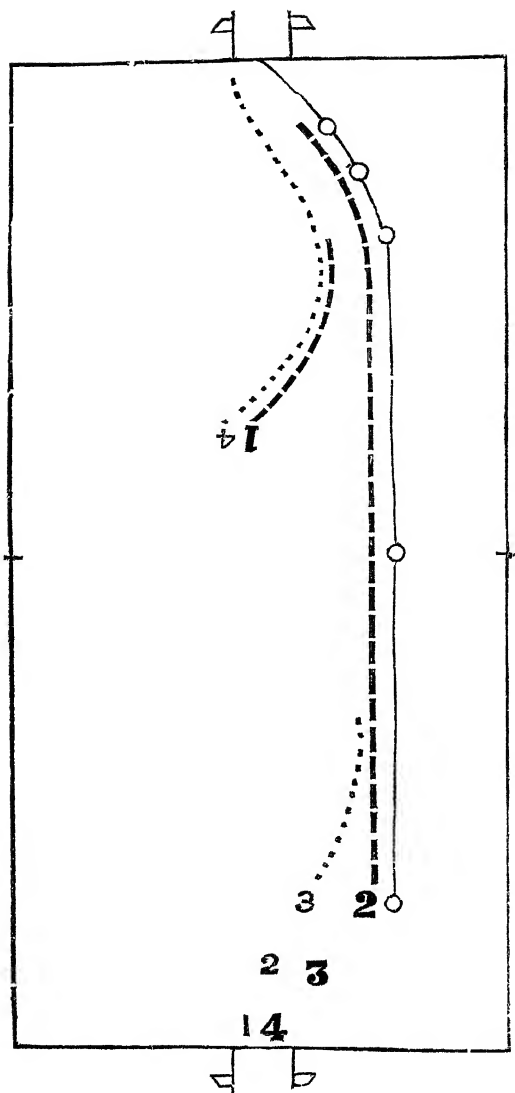
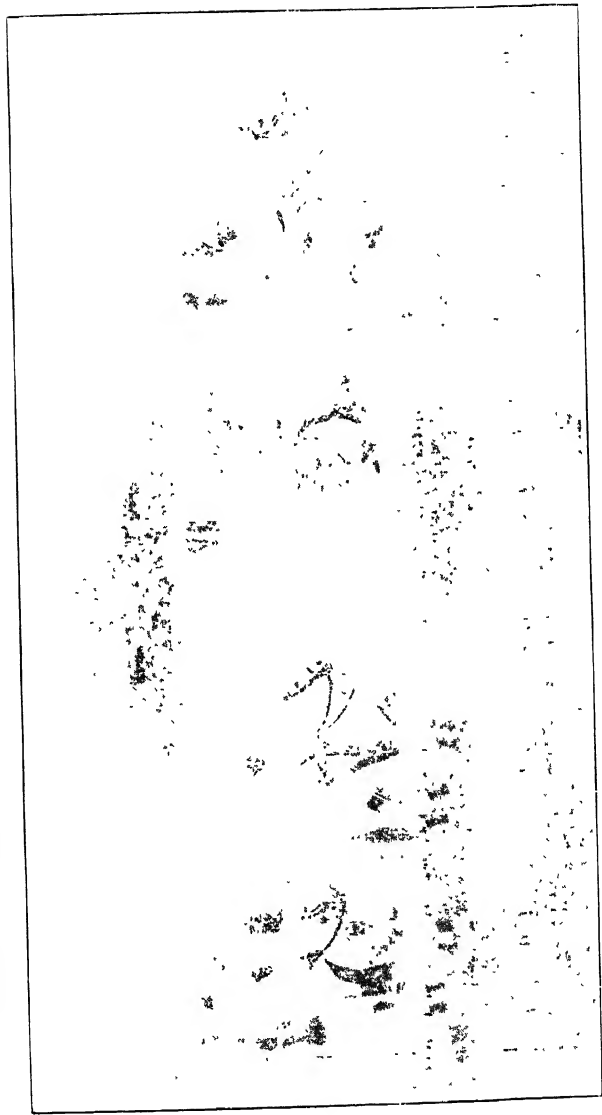


DIAGRAM No. 13.

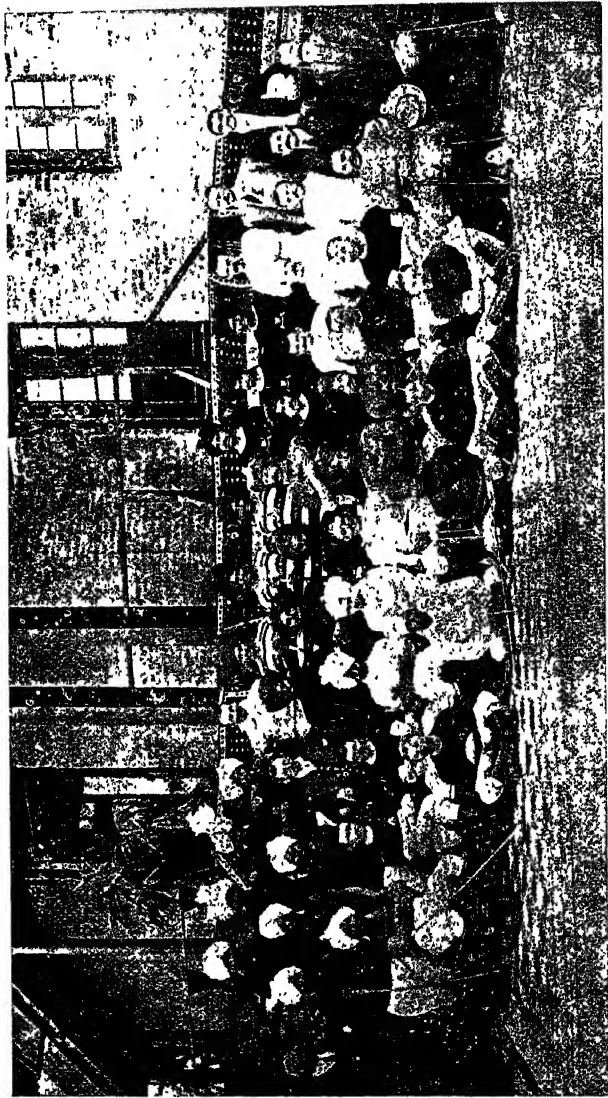
No. 2 gives long hits to the ball. No. 1 of his party rides off No. 4, but as No. 4 comes in advance to the goal leaving No. 1 behind, No. 2, by dribbling, makes the goal.

DELHI DURBAR INTERNATIONAL POLO TOURNAMENT, 1902.



THE IMPEFIAL CADET CORPS TEAM.

DELHI INTERNATIONAL POLO TEAMS, 1902.



THE CUP WAS WON BY H. H. THE MAHARAJA OF ALWAR TEAM.

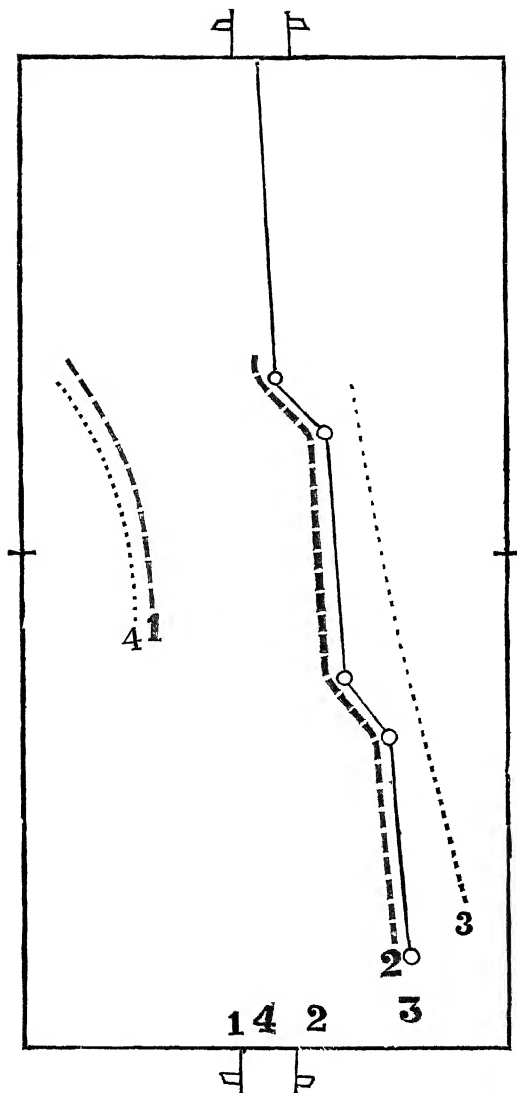


DIAGRAM No. 14.

No. 2 takes the ball; but as No. 3 of the opposite party tries to snatch the ball from him or to crook sticks, he (No. 2) changes the direction of the ball twice by gentle strokes without lifting the stick and then makes the goal by a long hit.

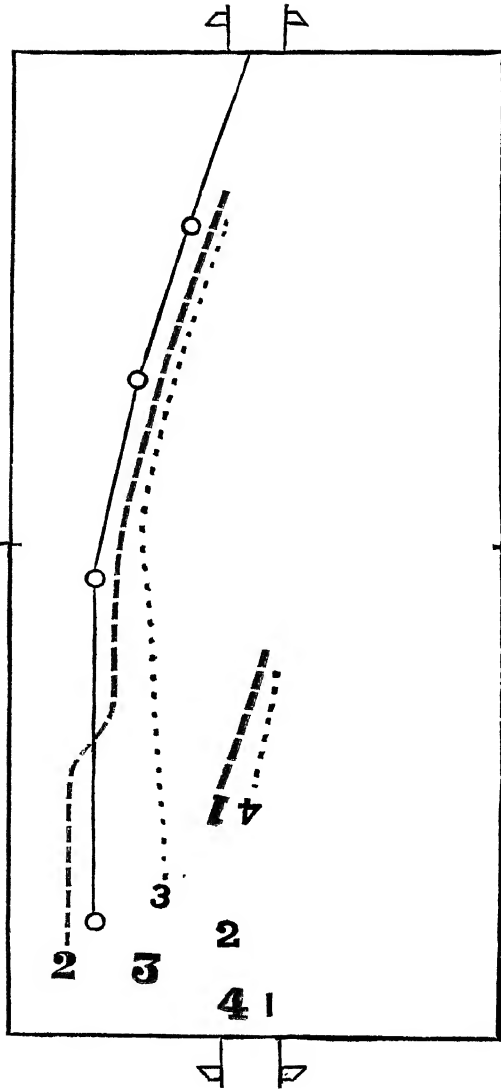


DIAGRAM No. 15.

No. 2 has the ball on his right side and hits it, but as he finds No. 3 of the opposing party approaching the ball, he comes to the left of the ball and drives it to the goal, riding off No. 3.

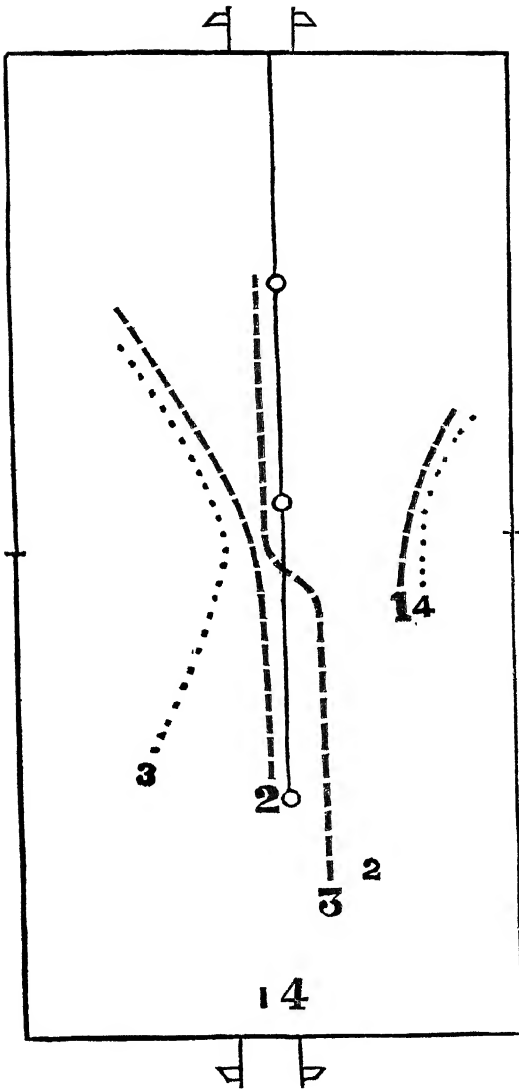


DIAGRAM No. 16.

No. 2 hits the ball and rides of No. 3 of the opposite party giving a chance to No. 3 of his party to make the goal.

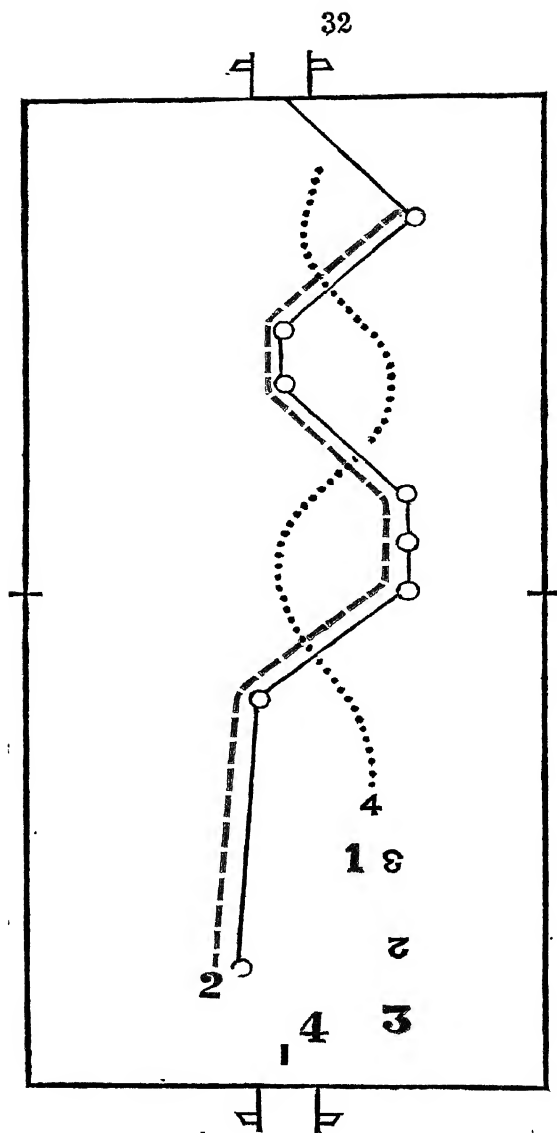


DIAGRAM No. 17.

No. 2 takes the ball himself to the goal avoiding No. 4 of the opposing party.

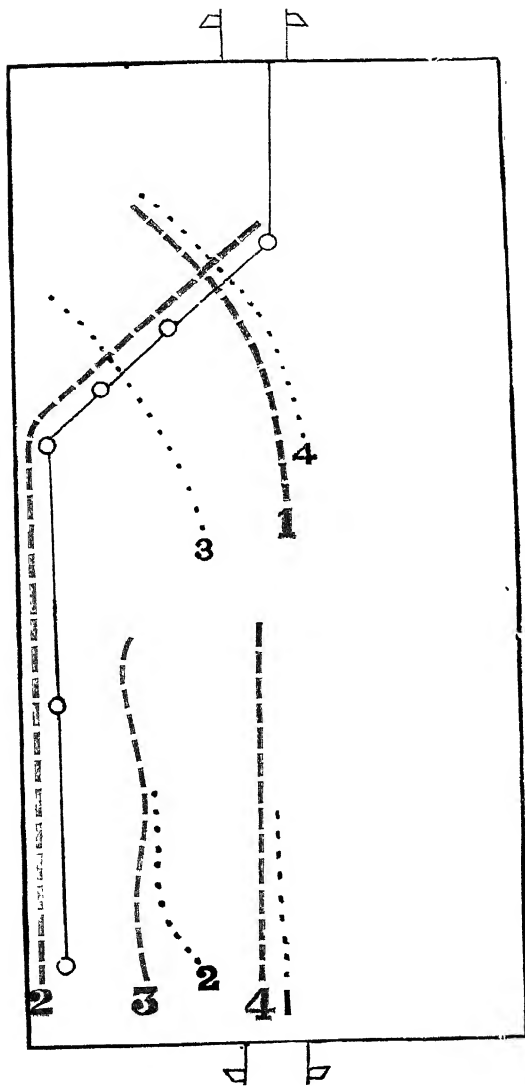


DIAGRAM No. 18.

No. 2 gives the ball long hits. Nos. 3 and 4 of the opposite party gallop to meet the ball, but No. 2 changes its direction and by dribbling makes the goal.

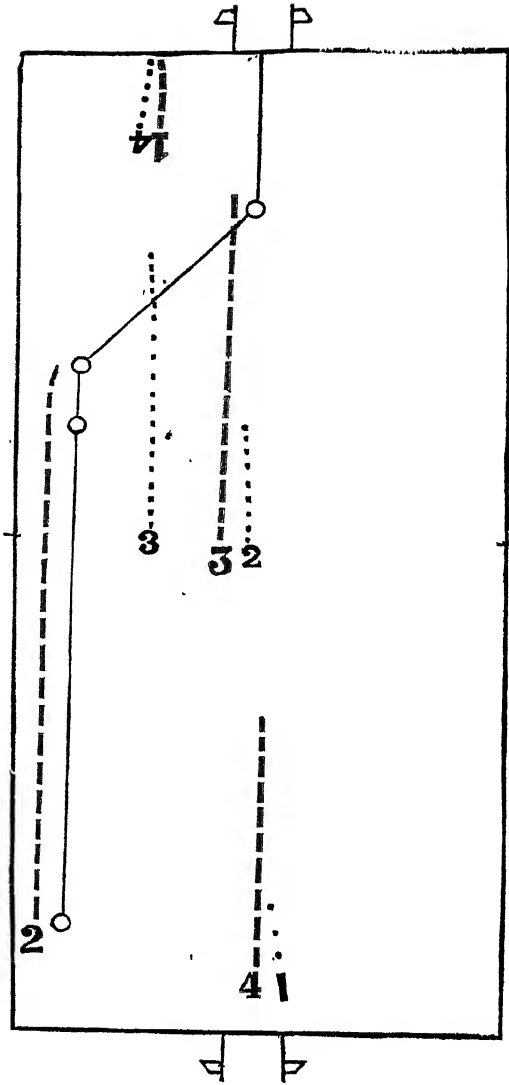


DIAGRAM No. 19.

No. 2 pushes on with the ball and finding No. 3 of the opposing party in his way dribbles it until No. 3 over-rides and then passes it on to No. 3 of his side to make the goal.

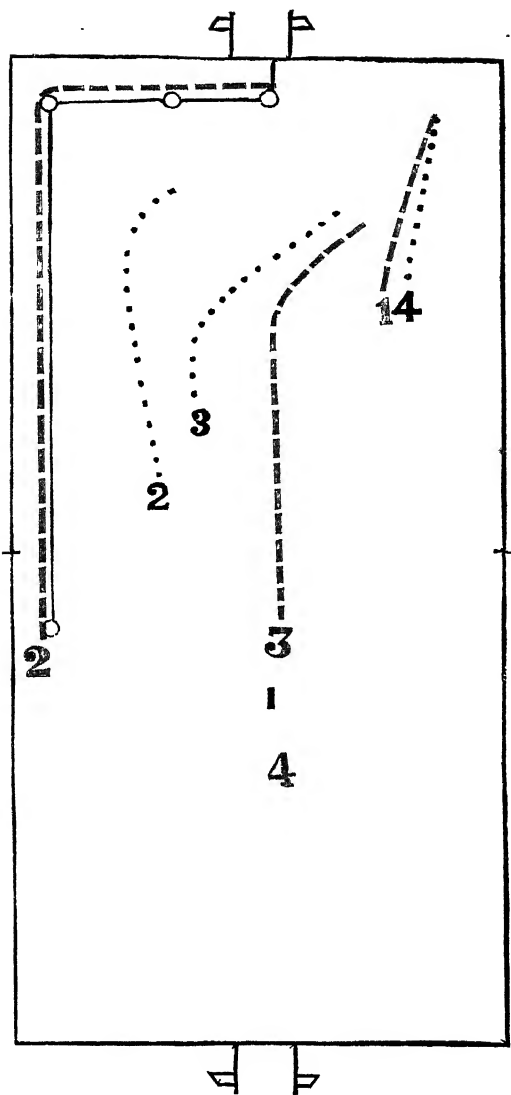


DIAGRAM No. 20.

When No. 2 hits the ball, it goes to a corner. There is none of his party for passing it. Therefore he himself takes the ball to the goal.

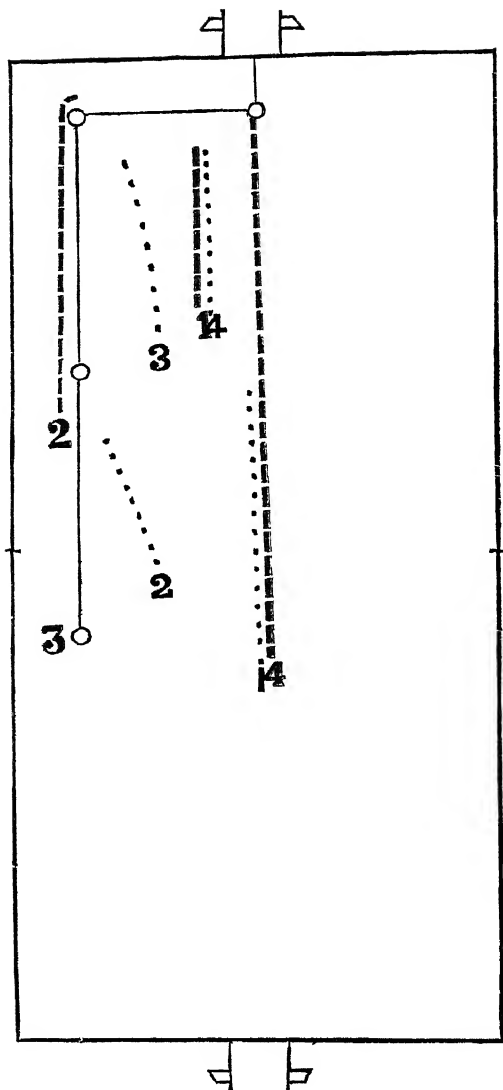


DIAGRAM No. 21.

No. 3 passes the ball to his No. 2 who hits it. No. 3 of the opposing party advances towards the ball when No. 2 hits it at right angles to his side. The ball is now taken by No. 4 who makes the goal.

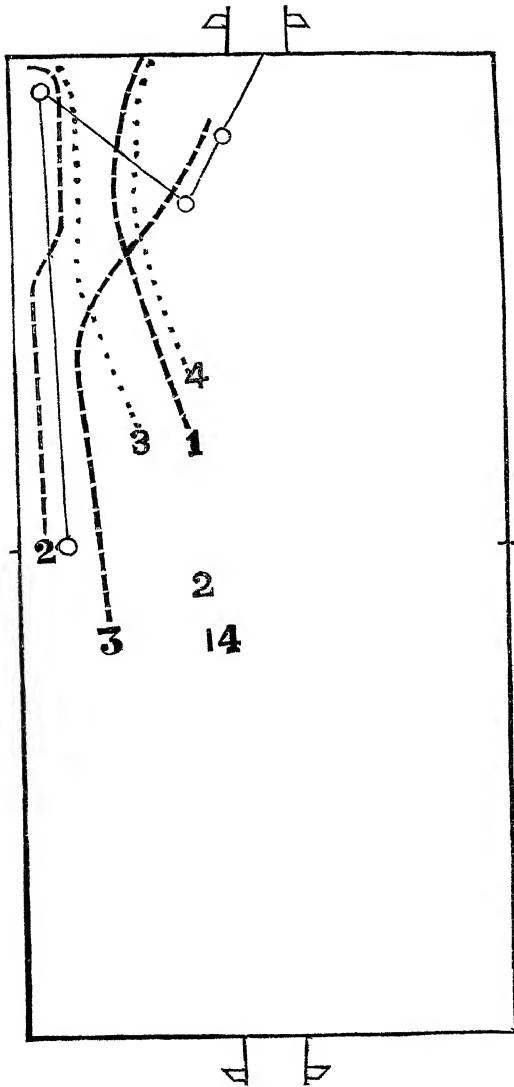


DIAGRAM No. 22.

No. 2 hits the ball and it goes to a corner. Finding No. 3 advancing to take the ball, he changes his position to the left, rides off No. 3 and hits back the ball to the rear corner to enable No. 3 of his party to make the goal.

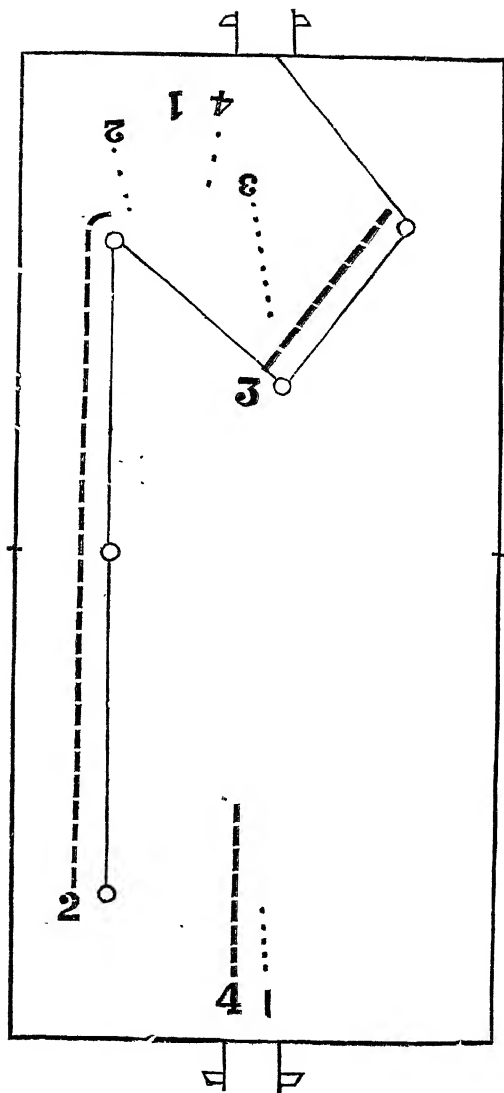
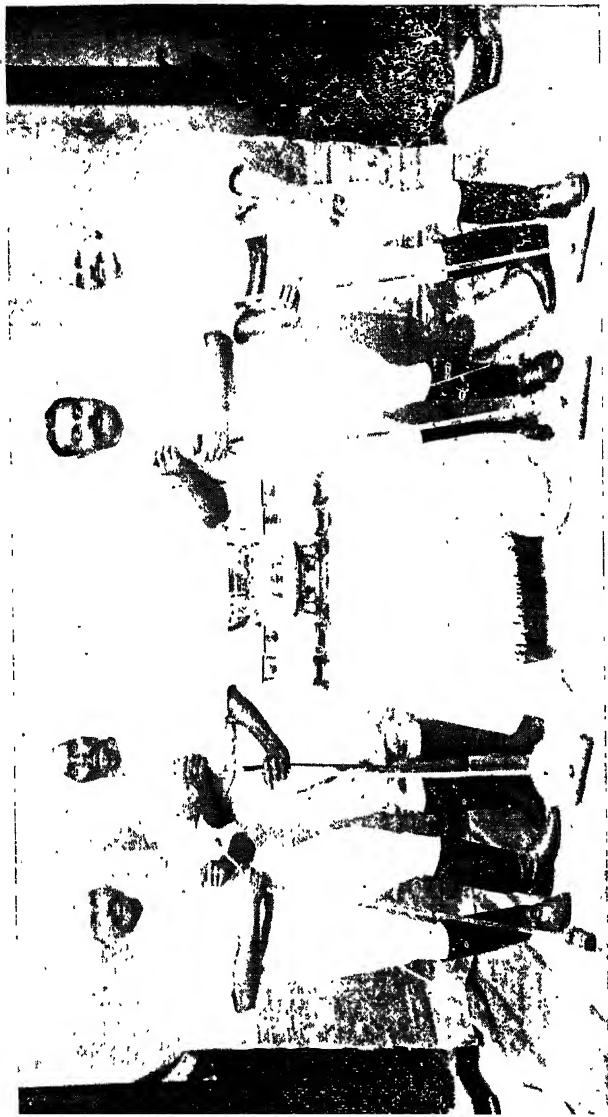


DIAGRAM No. 23.

No. 2 hits the ball. As Nos. 2 and 4 of the opposing party advance towards it, he hits the ball to the rear corner on his right and thus passes the ball to No. 3 who takes it in an angular direction to avoid No. 3 of the opposite party and makes the goal.

THE MADRAS POLO TOURNAMENT, 1903
THE NOVICE CUP.
VENKATAGIRI TEAM.



B. Ramanatham.

Shaik Ismail.

Raja Veugopaul.

B. Kalappa.

THE MYSORE BIRTHDAY POLO TOURNAMENT, 1907.



THE DURBAR TEAM.

Winners: Baia Singh.

Faiz Ahmed Khan.

Yuvaraja of Mysore.

H. H. Maharaja of Mysore.

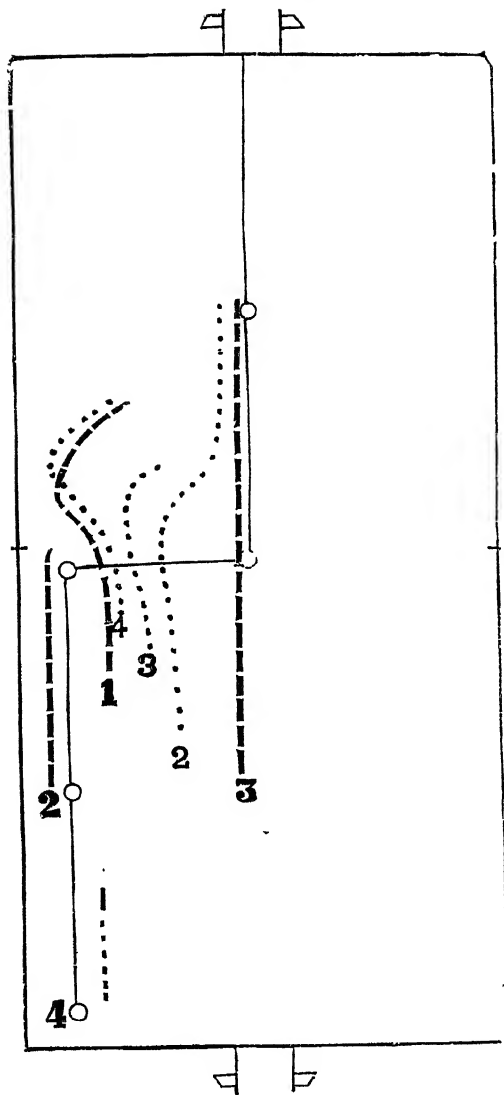


DIAGRAM No. 24.

No. 4 passes the ball to No. 2 who hits it straight. When he finds that the opposite numbers are in his way, he hits the ball at right angles, thus passing it to

No. 3 who sends the ball through the goal.

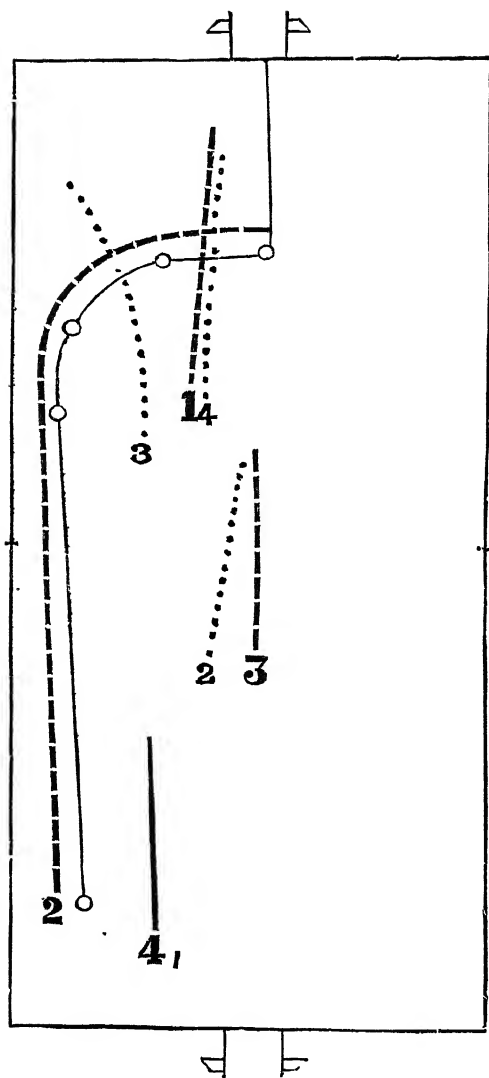


DIAGRAM No. 25.

No. 2 gives a long hit on his right side. When he finds Nos. 3 and 4 of the opposing party going in advance to meet the ball he turns and begins dribbling, as he finds none of his party for passing. Then he hits under the neck and makes the goal.

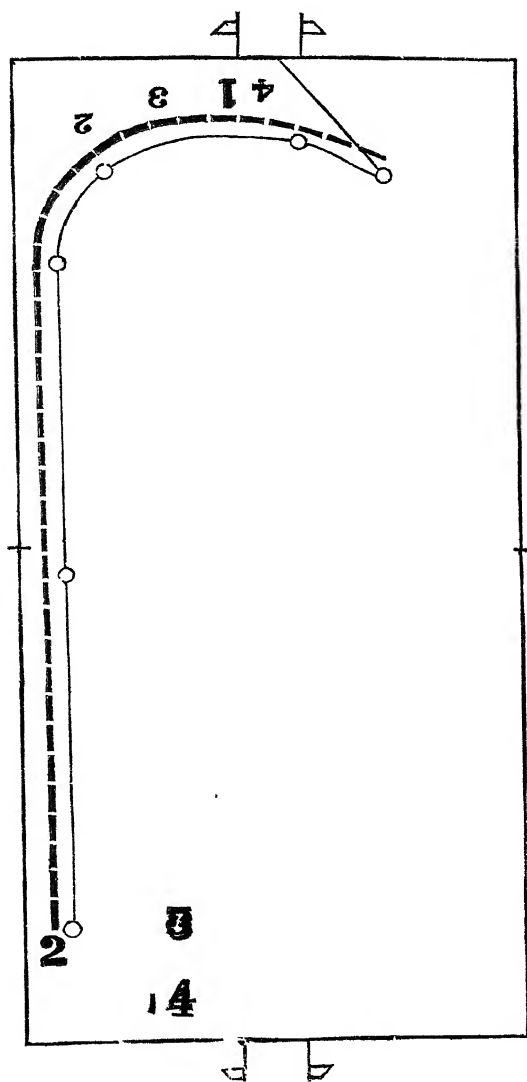


DIAGRAM No. 26.

No. 2 gives long hits on his right side. But as the opposite party are on the goal line he turns it, takes it further by dribbling and then hits it back to make the goal.

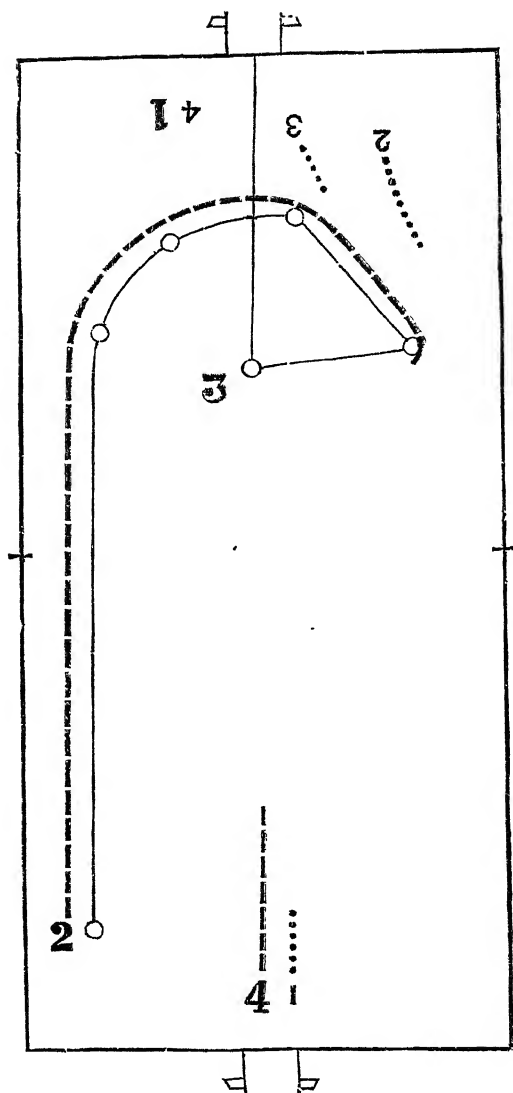


DIAGRAM No. 27.

No. 2 takes the ball, but as he finds it impossible to make a goal himself, he passes it to his No. 3 who sends it through the goal.

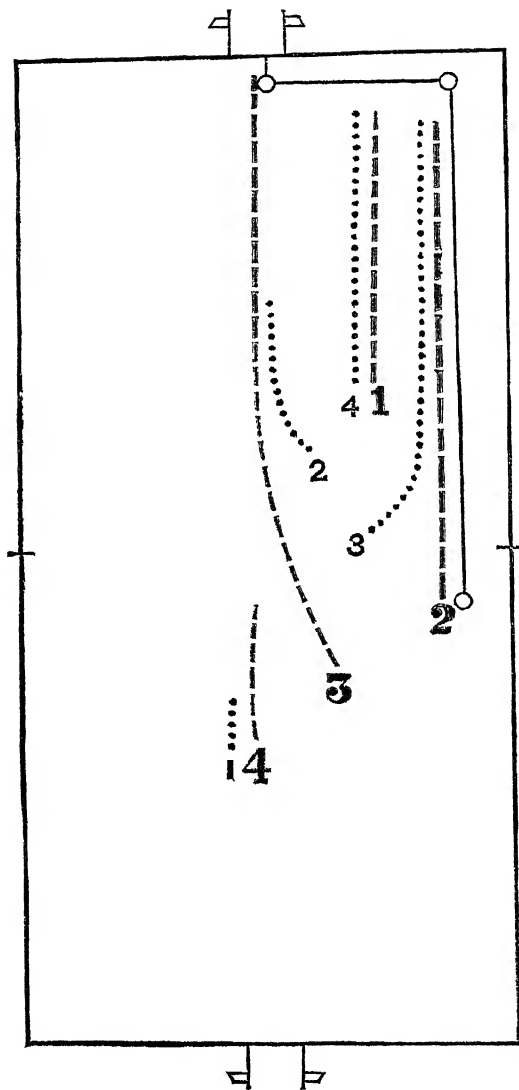


DIAGRAM No. 29.

No. 2 hits the ball, and when it passes to a corner he hits it from right to left under the neck. No. 3 takes it and makes the goal.

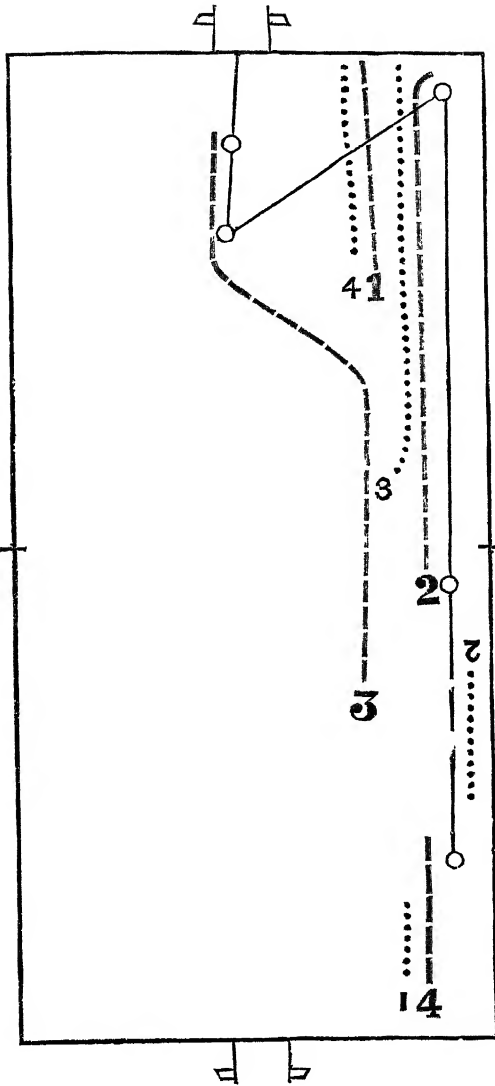


DIAGRAM No. 30.

No. 4 passes the ball to No. 2 who hits it to a corner. As he cannot take it himself to the goal on account of Nos. 3 and 4 of the opposite party, he hits it from the right to the left rear corner. No. 3 of his party takes it and makes the goal.

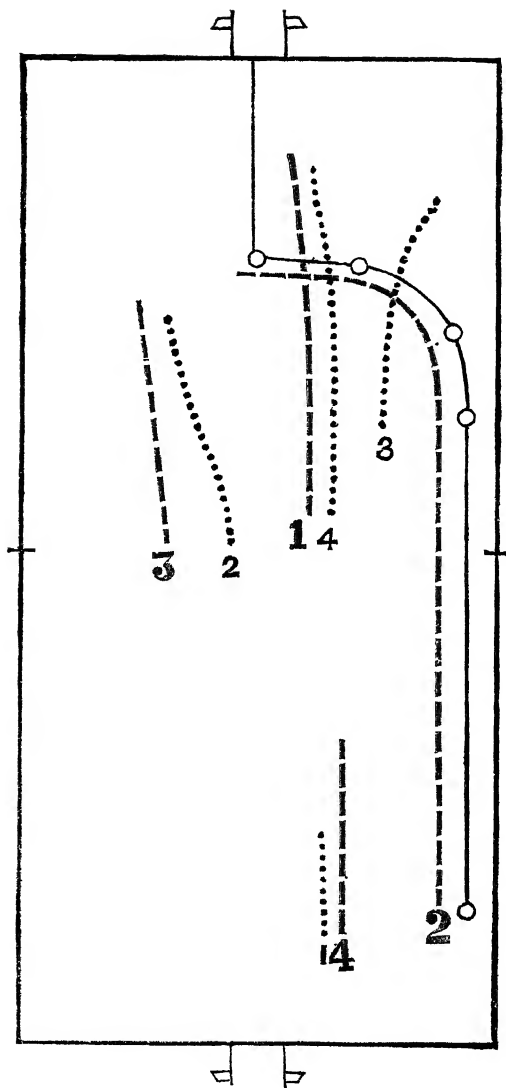


DIAGRAM No. 31.

No. 2 gives a long hit. As Nos. 3 and 4 of the opposite party are on his way he dribbles the ball and changing his position to the left, strikes the ball from left to right, under the neck and makes the goal.

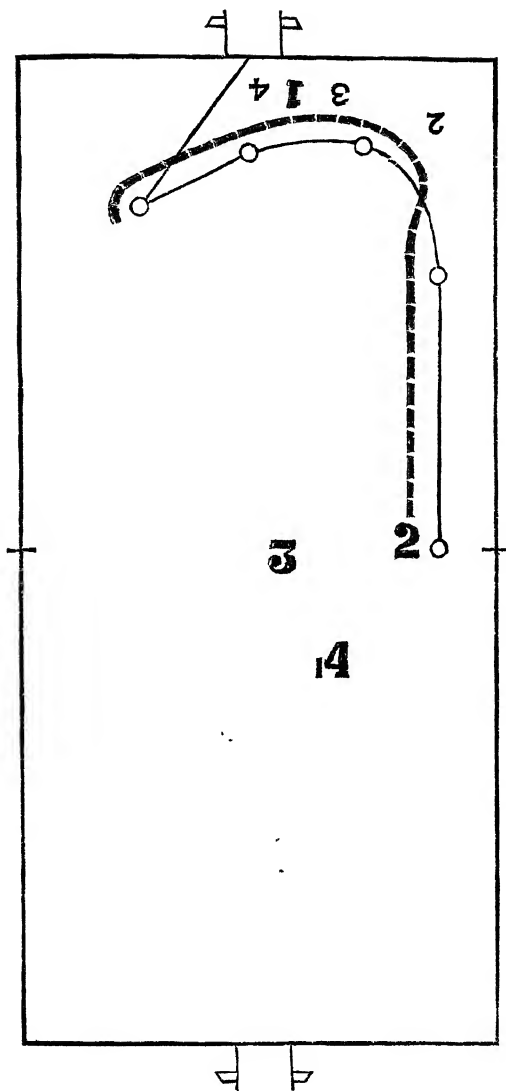


DIAGRAM No. 32.

No. 2 gives the ball a long hit but finding his opponents near the goal line takes the ball to his left and by dribbling avoids his opponents and gives it a back hit to make the goal.

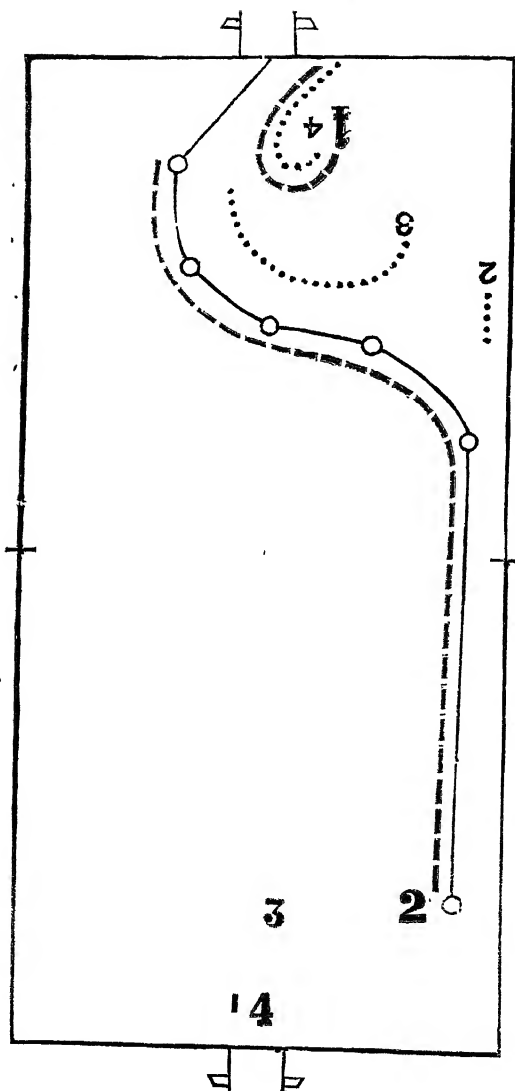
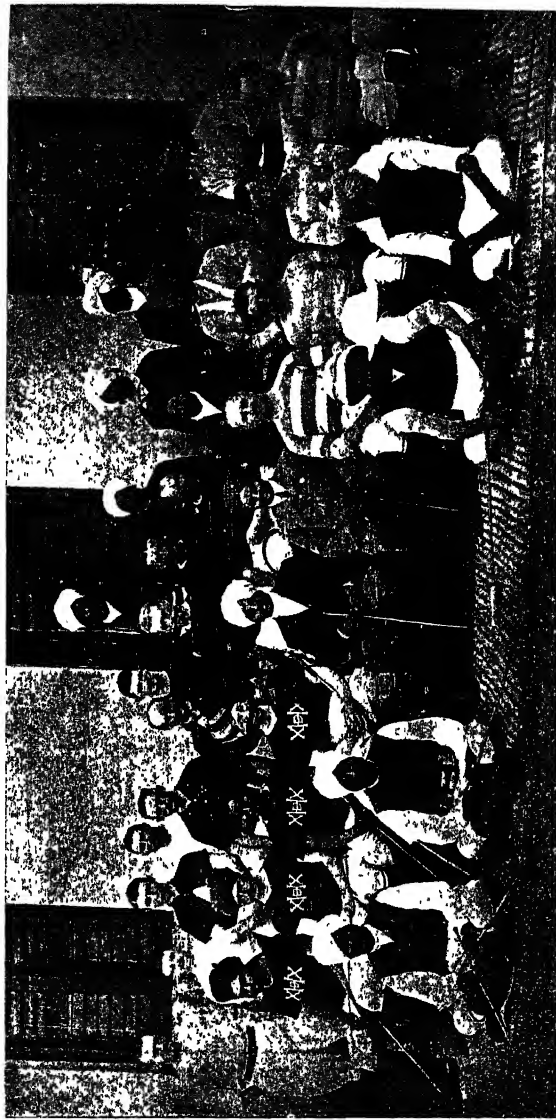


DIAGRAM No. 33.

No. 2 hits the ball and as there is none of his party for passing, he himself pushes on with the ball, avoiding the opposite numbers and makes the goal.

THE MYSORE BIRTHDAY POLO TOURNAMENT GROUP, 1909.



The Maharaja of Mysore and the Yuvaraja are seated in the centre of the group,

The 20th Deccan Horse Team are winners of the cup.



Raja Venugopal. B. Ramanatham. Capt. C. B. Carter. Yuvaraja of Mysore.

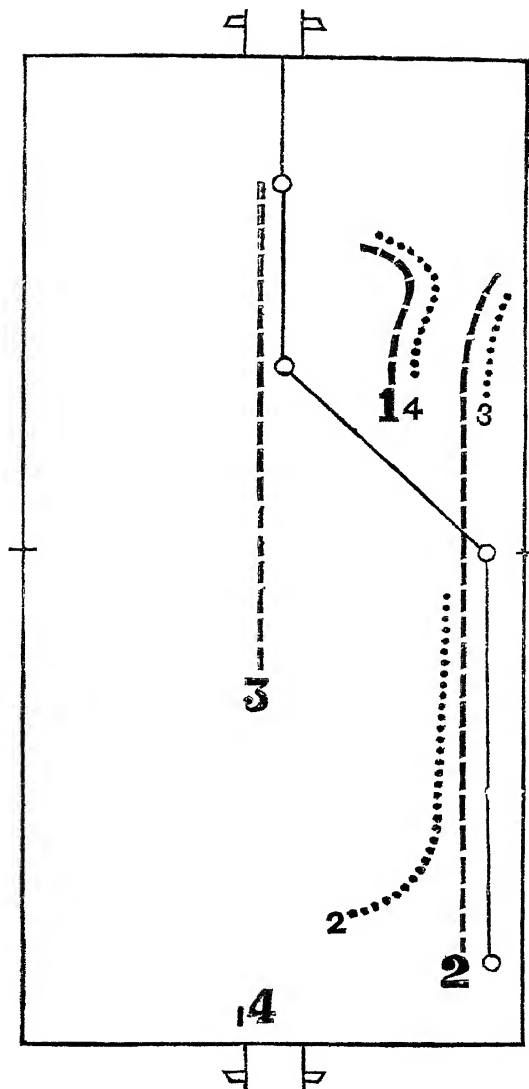


DIAGRAM No. 34.

No. 2 hits the ball but finding Nos. 3 and 4 of the opposite party in his way, he gives it a right to left corner hit to the front. No. 3 takes it and makes the goal.

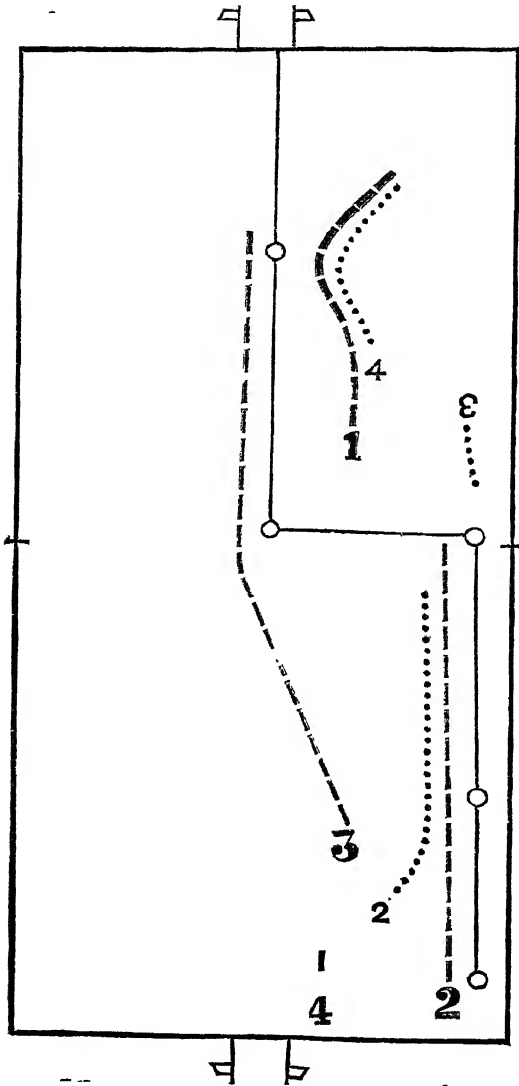


DIAGRAM No. 35.

No. 2 takes the ball but finding the opposite numbers on his way, he hits it at right angles under the neck. No. 3 takes it and makes the goal.

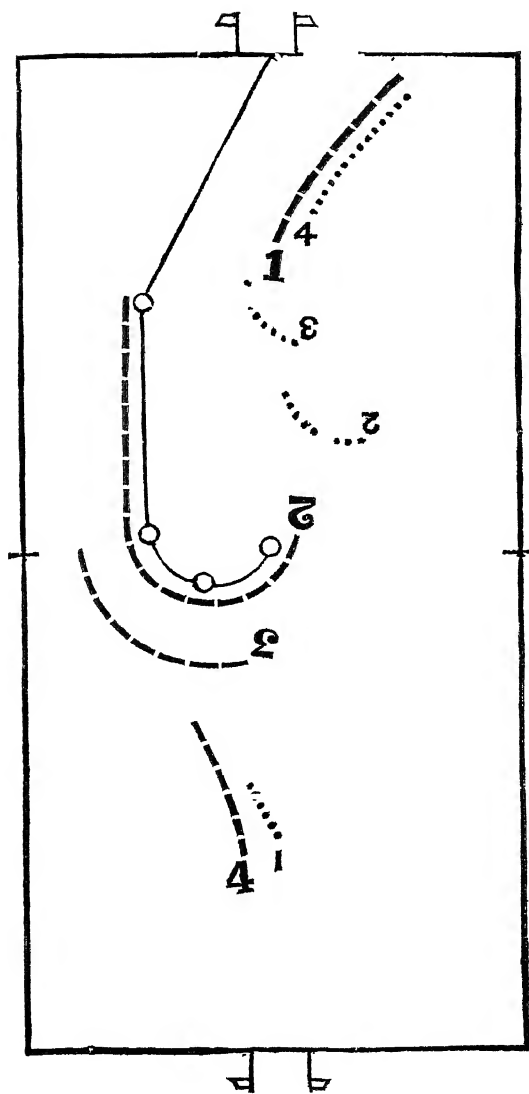


DIAGRAM No. 36.

No. 2 finding the opposite players on the left, turns it to his right by dribbling, and makes the goal by a long hit.

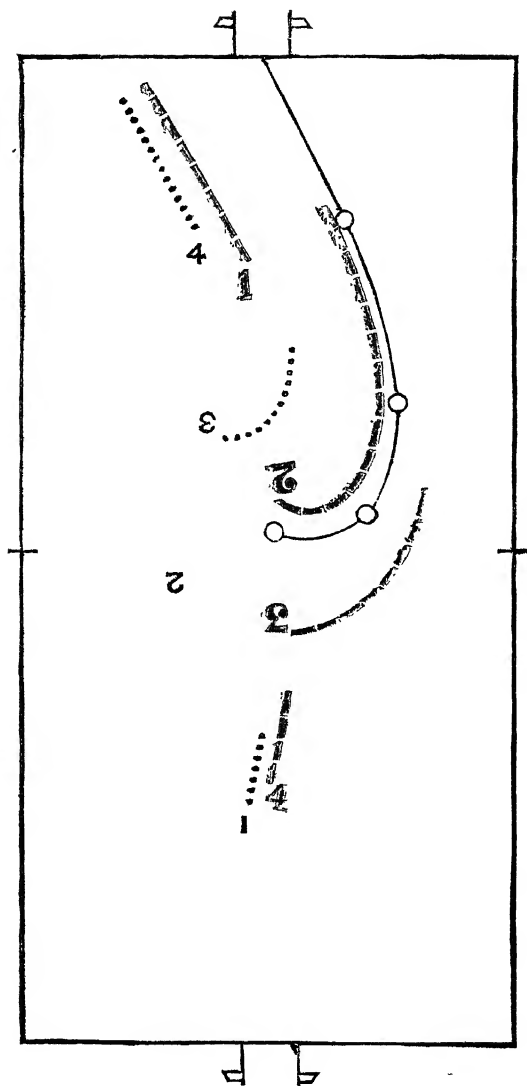


DIAGRAM No. 37.

No. 2 finds none of his party for passing the ball. But as he finds the opposite players on his right he takes the ball to his left and makes the goal.

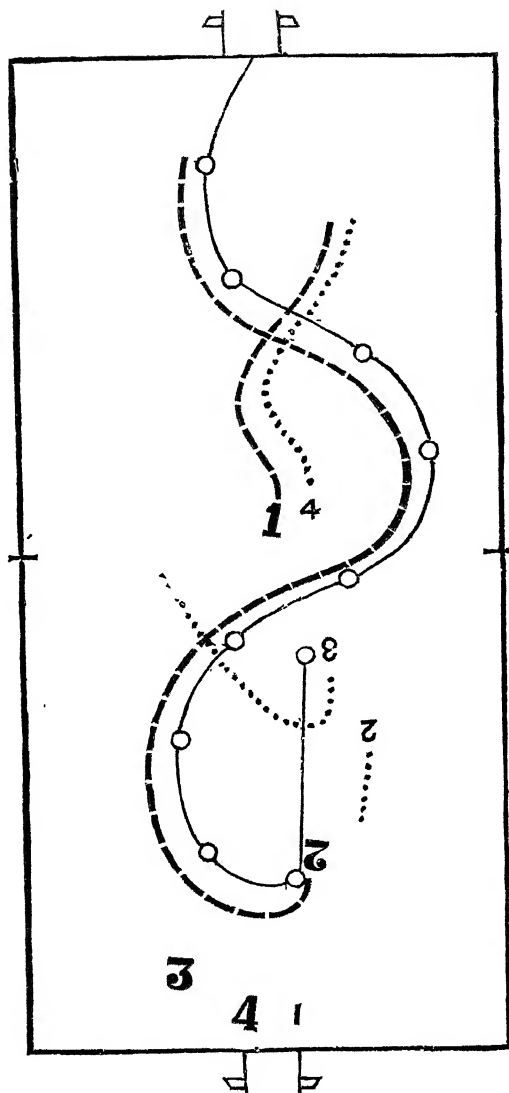


DIAGRAM No. 38.

No. 2 takes the ball hit by No. 3 of the opposing party and turns it; while taking the ball to the goal Nos. 3 and 4 of the opposite party come in his way.

He avoids them by dribbling and makes the goal.

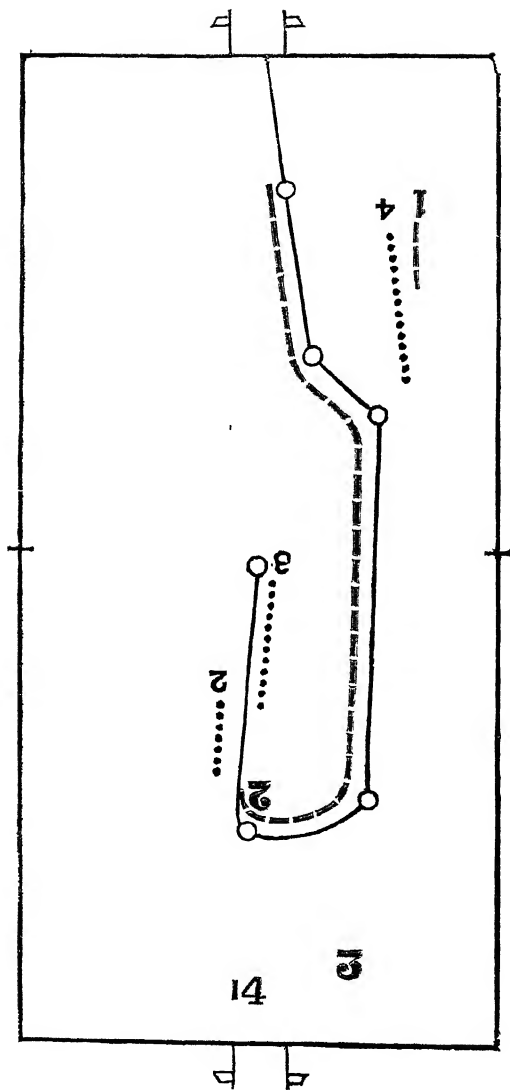


DIAGRAM No. 39.

No. 2 takes the ball hit by No. 3 of the opposing party. While taking the ball to the goal, No. 4 of the opposing party comes in his way. To avoid No. 4 he gives a gentle turn to the ball and then hits it into the goal.

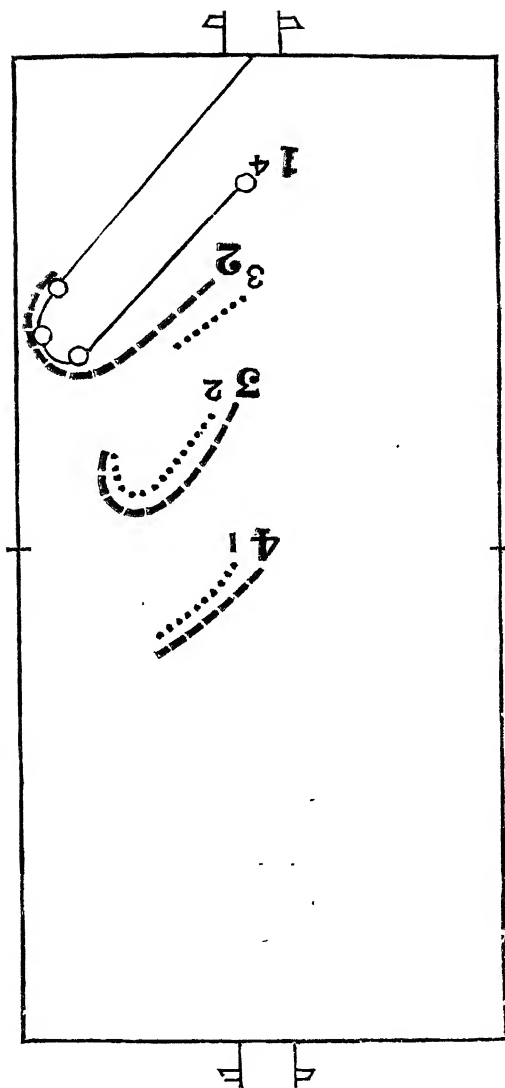


DIAGRAM No. 40.

No. 4 finding the ball before his goal and the opposite party in front of him, gives the ball a corner hit. No. 2 of the opposing party rides to it, turns it to the right towards the goal and sends it through.

DUTIES OF No. 3.

No. 3 must be a man of much experience, as his position in the field is a most difficult and important one. A good player in this place will be a tower of strength to his team, either for defence or attack. His chief duty lies in feeding his forwards Nos. 1 & 2 and in keeping a careful check over his opposing No. 2. When a chance occurs and there is an opportunity of scoring a goal for his side, he may take the ball himself and proceed with it, but in such cases No. 2 should fall into his place. No. 3 should not, however, make it a point to take the offensive always and ask his No. 2 to "leave the ball" often and thus upset his play.

When No. 2 is taking the ball along the border line, it is the duty of No. 3 to follow him in his wake in the middle of the field, so that he may be ready to secure the ball when it is centred and make a goal.

In my opinion a capable Half-Back (No. 3) should resist the inclination to rush forward to show his skill and ability to score a goal and retain his position in the field to help his Back (No. 4) in guarding the goal against the attacks of the opposing team. When he perceives any of the opposite party in possession of the ball and proceeding to make a goal, he should try to wrest the ball from him and hit it back thus avoiding any difficulty to his No. 4.

When No. 3 of the opposite party rides off No. 2 of his party and he cannot therefore conveniently take possession of the ball, No. 3 should secure the ball and try to score a goal himself. If he thinks that a back-hand stroke will be of no use to his side, he must turn and pass the ball either to his No. 1 or No. 2 or take the ball himself and make the goal.

A well bred Arab will suit this player admirably.

(Vide Diagrams 41 to 54.)

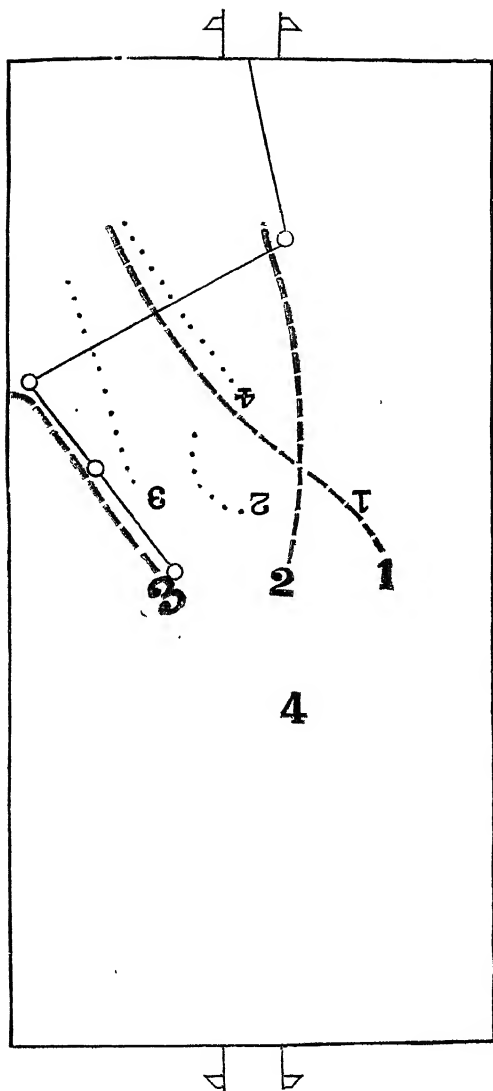


DIAGRAM No. 41.

No. 1 and 2 miss the ball thrown by the Umpire. No. 3 takes it to a side. Now he hits it from right to left rear corner to avoid his opponents

No. 2 of his party takes it and makes the goal.

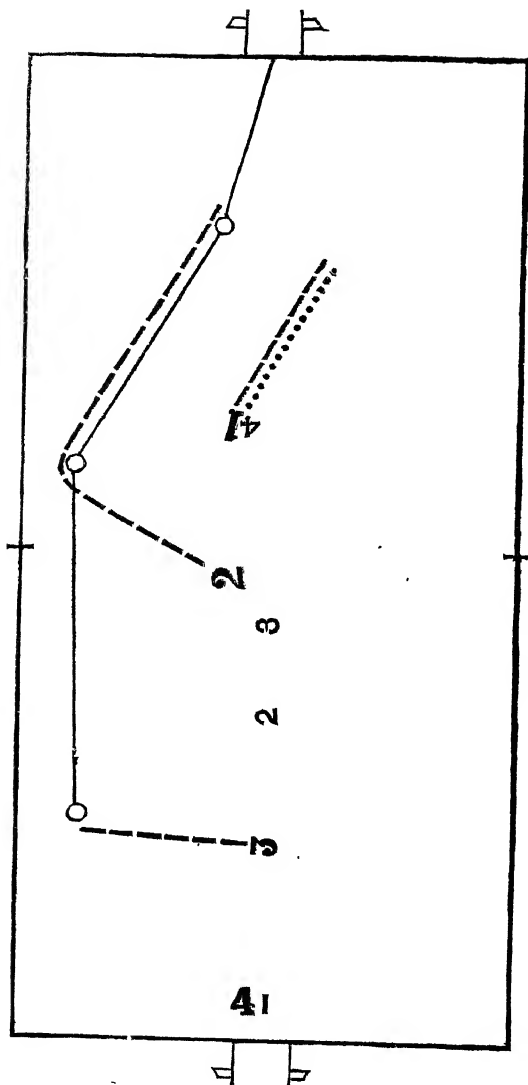


DIAGRAM No. 42.

No. 3 hits the ball at right angles to his right as the opposing numbers are absent in that direction. No. 2 of his party takes the ball and makes the goal.

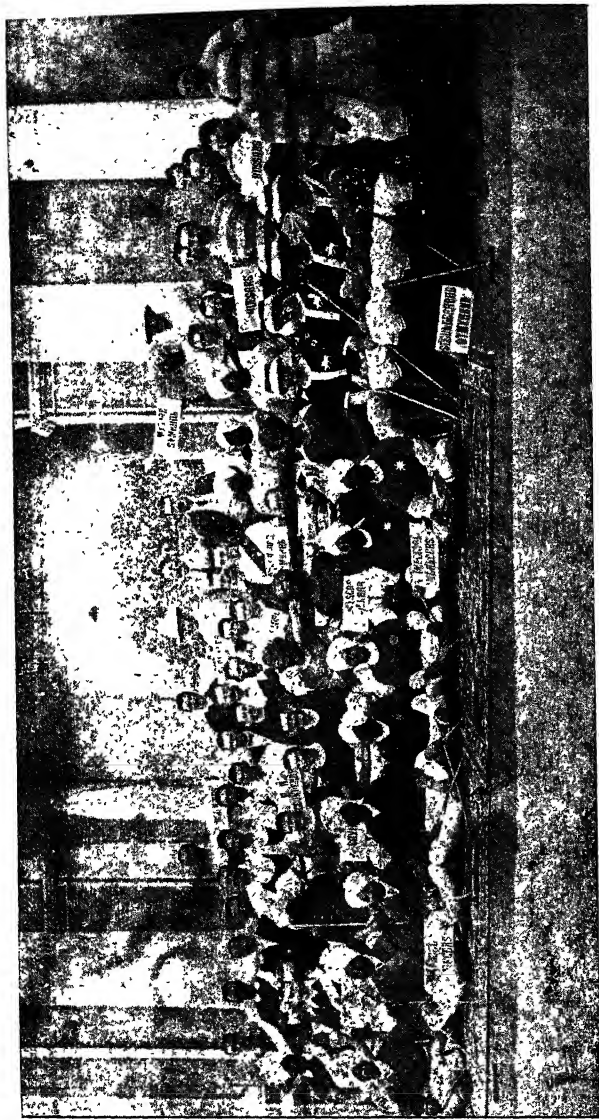
THE MADRAS POLO TOURNAMENT, 1910.
RAJA VENUGOPAL CHALLENGE CUP.



20TH DECCAN HORSE.

Capt. A. E. H. Ley. Capt. A. Campbell Ross. Capt R. B. Worgan. Lt. Foswald.

MYSORE BIRTHDAY POLO TOURNAMENT, 1913



THE CUP WON BY THE MYSORE GYMKAHA.

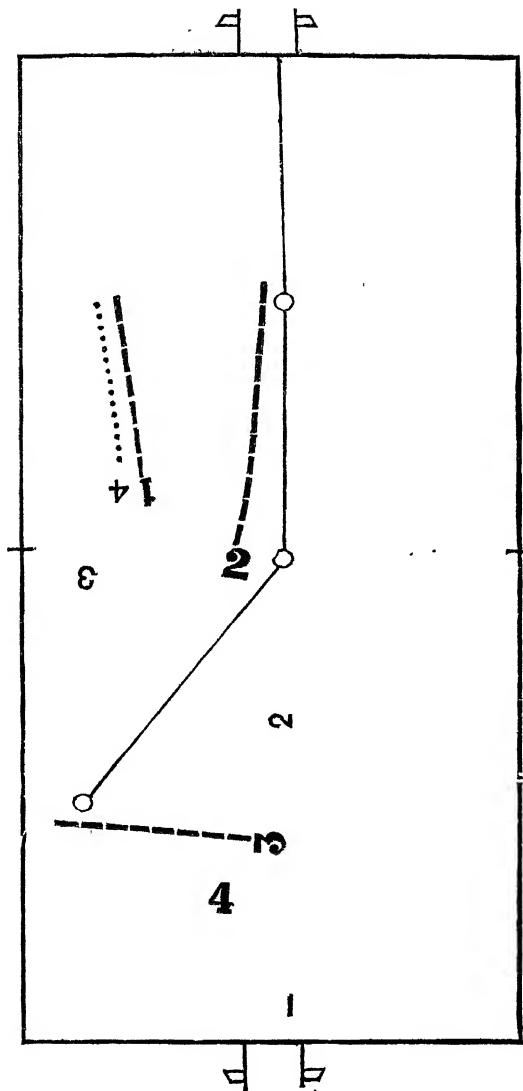


DIAGRAM No. 43.

No. 3 hits towards the rear corner on the right as the opposing numbers are not in that direction. No. 2 takes the ball and makes the goal.

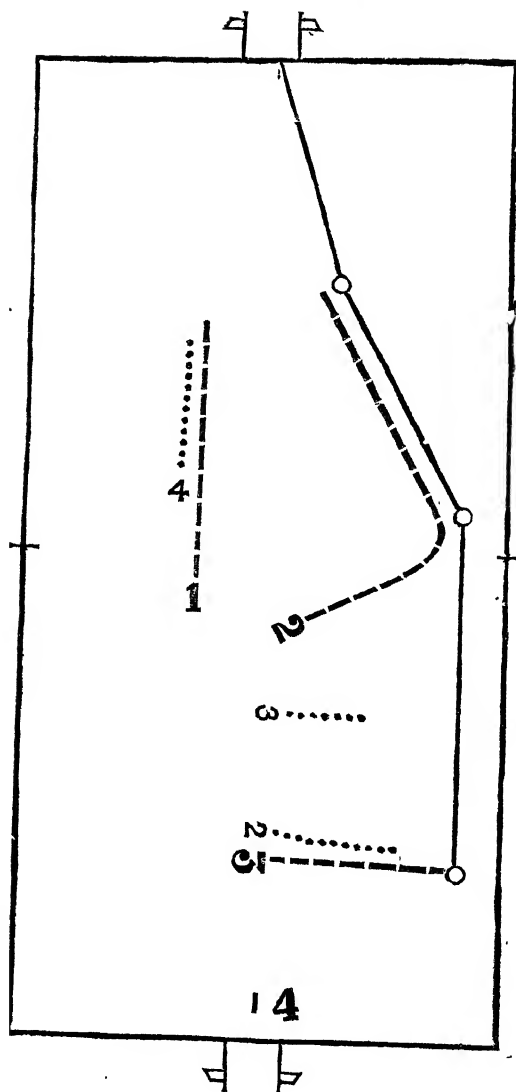


DIAGRAM No. 44.

No. 3 hits the ball at right angles to the left under the neck as the opposite numbers are absent in that direction. No. 2 of his party takes it and makes the goal.

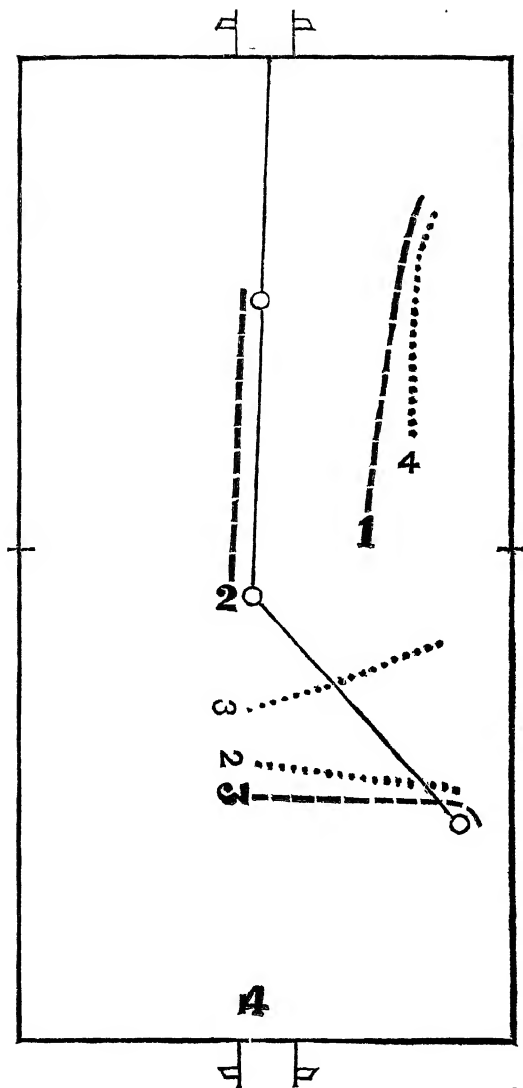


DIAGRAM No. 45.

No. 3 hits from the right to the left rear corner to avoid the opposite players.

No. 2 takes it and makes the goal.

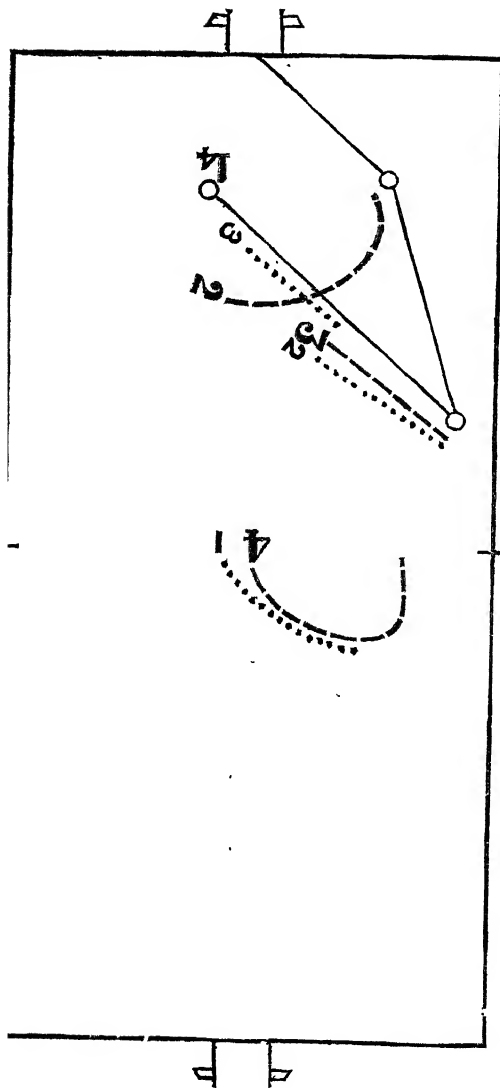


DIAGRAM No. 46.

No. 4 finds the ball near his goal and the opposite players in front of him. So he gives a corner hit. But No. 3 of the opposite party takes the ball and hits it to the left rear corner on his left. No. 2 of his party takes it and makes the goal.

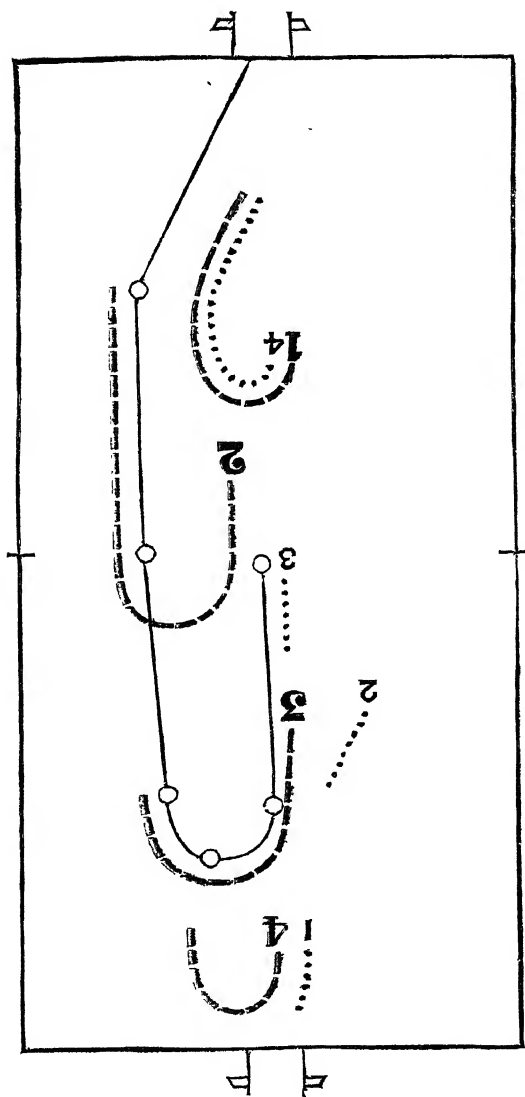


DIAGRAM No. 47.

No. 3 takes the ball hit by No. 3 of the opposing party and turning it to the right side passes it to his No. 2 who makes the goal.

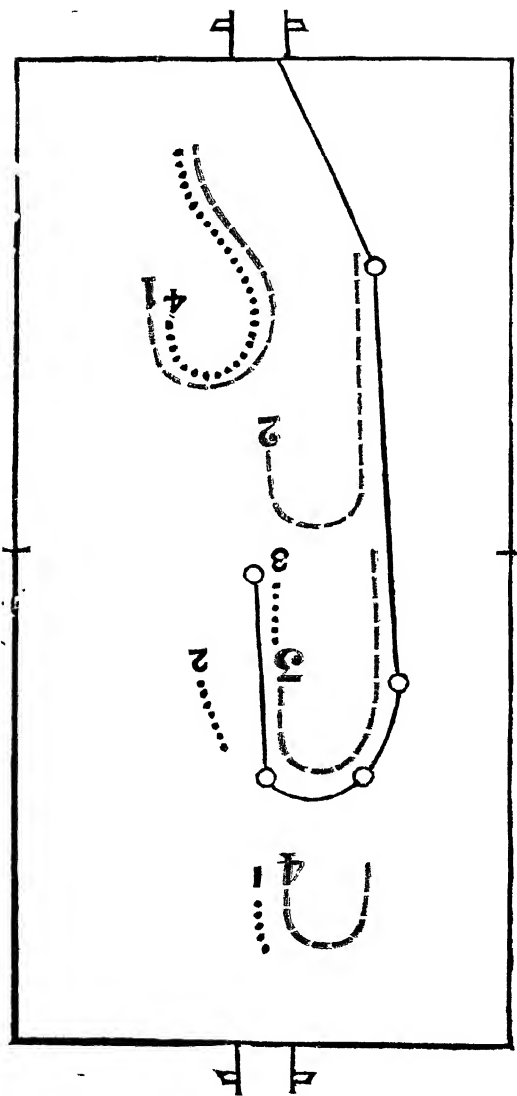


DIAGRAM No. 48.

No. 3 takes the ball hit by No. 3 of the opposite party. He turns the ball to the left to avoid No. 2 of the opposite party and passes it on to No. 2 to make the goal.

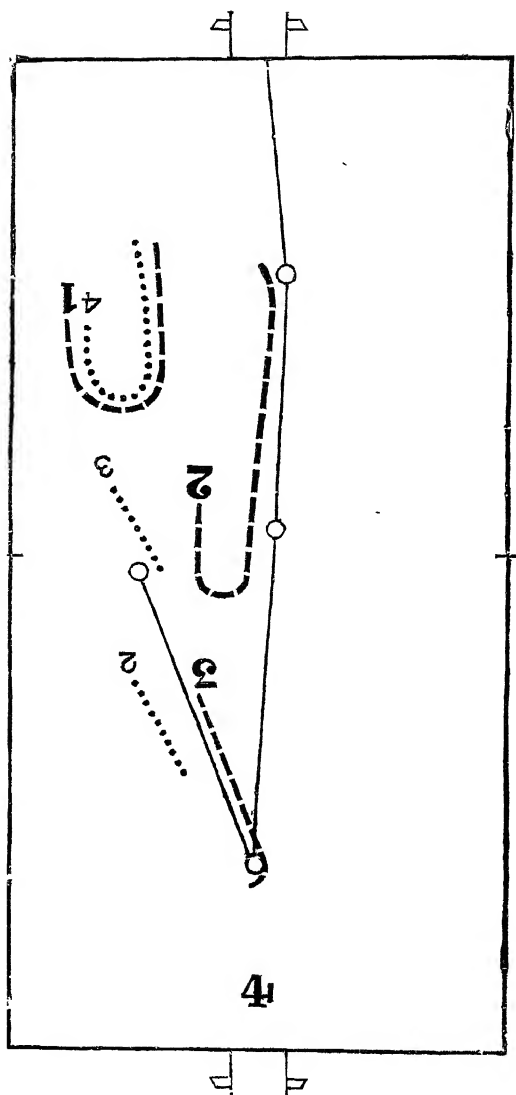


DIAGRAM No. 50.

No. 3 takes the ball hit by No. 3 of the opposing party and gives it a clear back hit and thus passes it on to his No. 2 who drives it through the goal.

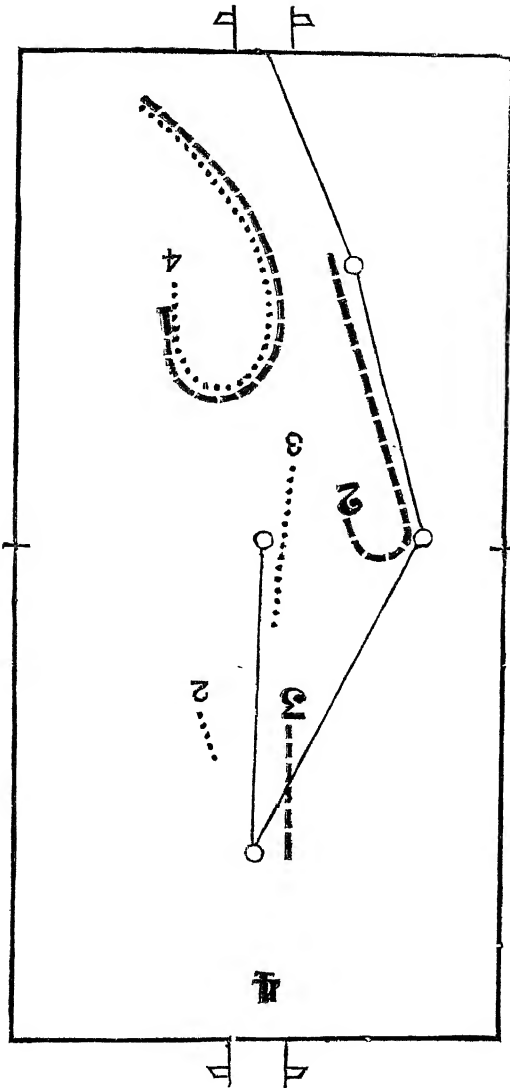
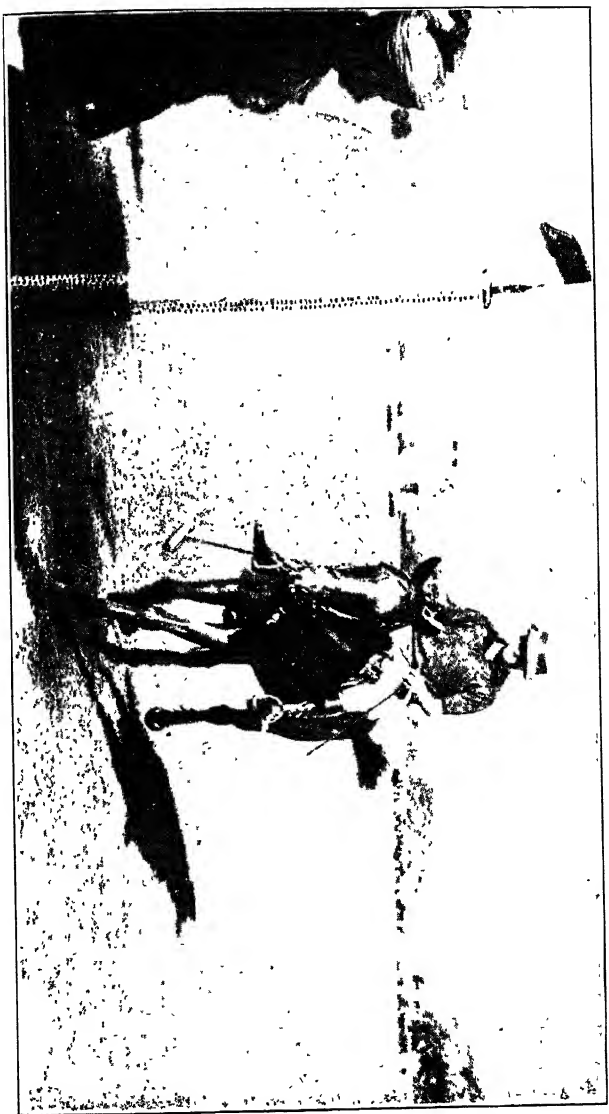


DIAGRAM No, 51.

No. 3 takes the ball hit by No. 3 of the opposing party and gives it a right to left corner back hit passing it to his No. 2 who puts it through the goal.



H. R. H. THE PRINCE OF WALES AT GUINDY POLO GROUND.
MADRAS, 1922.

THE MADRAS POLO TOURNAMENT, 1923.
THE WELLINGTON COMMEMORATION CUP
PRESENTED BY THE RAJAH OF VENKATAGIRI.



VENKATAGIRI TEAM.

Major Shah Mirza Beg.
Mr. Venkatarama Rao.

Major Kader Beg.
Kumararajah of Venkatagiri.

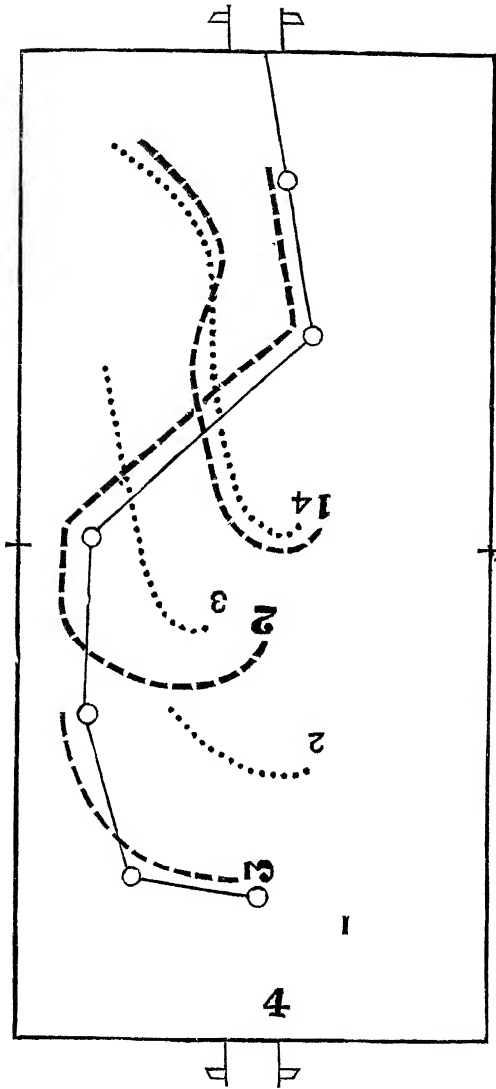


DIAGRAM No. 53.

No. 3 finds the ball before his goal and to avoid his opponents, hits it at right angles from left. Then he takes the ball to his right and passes it on to his

No. 2 who avoiding Nos. 3 and 4 hits it to the front corner on the right side and then makes the goal.

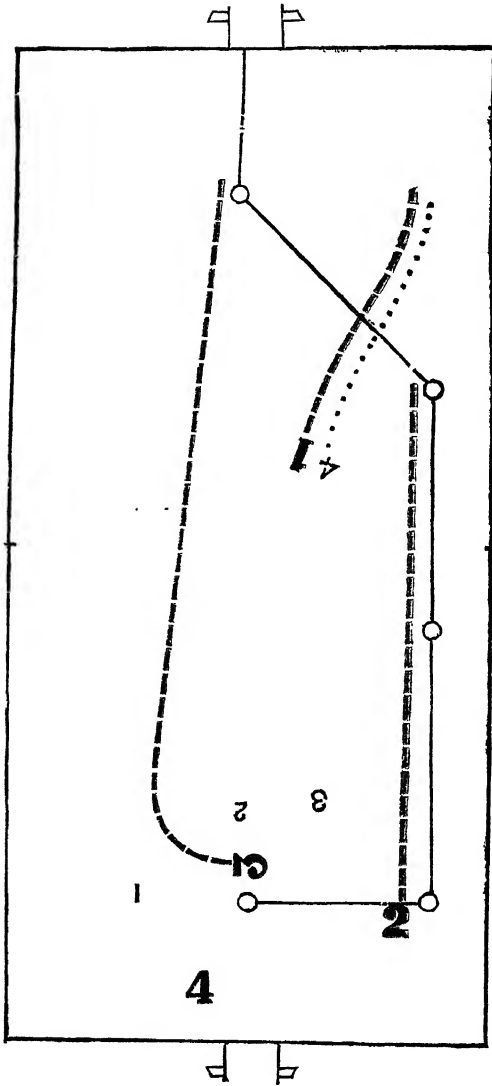


DIAGRAM No. 54.

No. 3 gives the ball a back hit. No. 2 of his party takes it and proceeds Finding

No. 4 the opposing party in his way, he gives the ball a right to left front corner hit and passes it on to his No. 3 who makes the goal.

DUTIES OF No. 4.

No. 4 is called the back and he is generally the Captain of his team. His primary duty in the game is to feed his forwards and guard his own goal from attack. He should watch the game as well as the ball keenly so that he may protect and save his own goal when attacked. He must be a fine player, a good and hard hitter without missing, and a master of back-handers. But even these qualifications will be of no avail to a No. 4 if he has no judgment, accuracy of placing and a general knowledge of the tactics of the game. He must be a strong man with a cool head, a keen eye, and a resourceful mind. His position in the field affords him many chances of advising his party and directing them.

When No. 3 is ready to take his place in the field, No. 4 may take the ball and score for his side; but if he persists often in doing this to the detriment of the combination of the team, it is bad play. Making runs and scoring goals must be the exception and not the rule for No. 4 to follow.

As he is constantly hustled by No. 1 of the opposing team he must be well up in hitting back-handers on both sides. These back-handers must never be straight hits but side hits.

When there is a danger of a goal being scored in favour of the opposing party, the back may save the goal by hitting the ball under the neck. When the ball is coming towards him he must pounce upon it, like a tiger on its prey, and drive it off with unerring aim towards his party.

On account of the absence of the "off-side" rule at present No. 1 has many chances of clear runs and of scoring goals. No. 4 must not allow of this to take place.

The animals which No. 4 rides should be strong Australian or English Horses.

(Vide Diagrams Nos. 55 to 78.

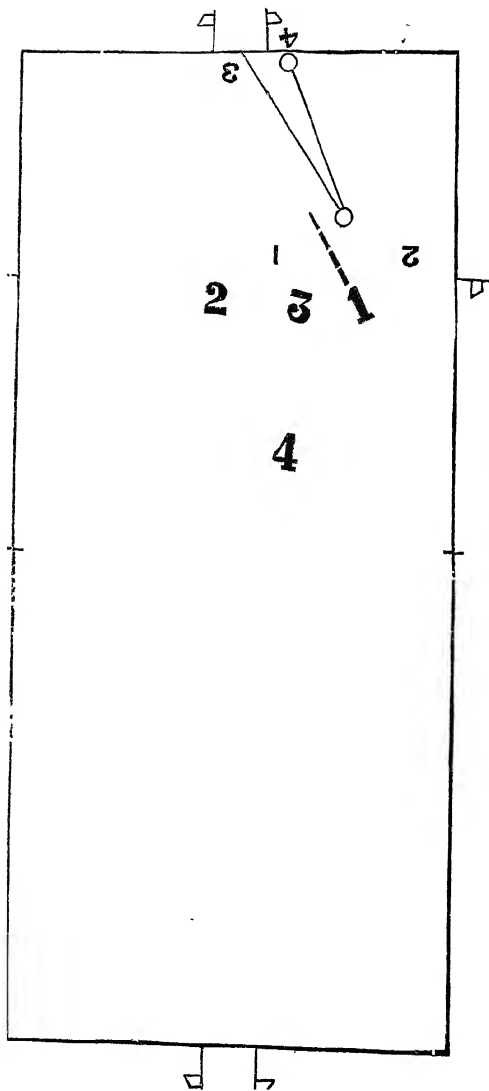


DIAGRAM No. 55.

When the ball has been hit behind the opposite back line, by one of the attacking side the defending team has to hit the ball into play, none of the attacking side approaching within 30 yards of the goal line, up to the moment it is hit off. In such cases No 3 stands in between the flags and No 4 hits out.

No. 4 hits the ball to his No. 2, but No. 1 of the opposing party rushes forward, takes the ball and makes the goal.

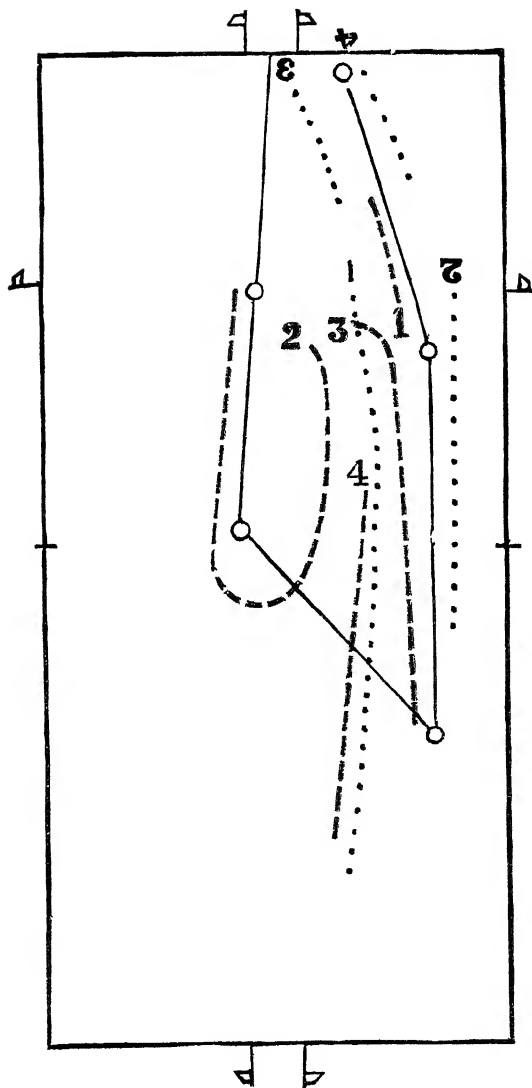


DIAGRAM No. 56.

No. 4 passes the ball to No. 2 who hits it. No. 3 of the opposing party reaches it before No. 2 and gives it a left to right corner back hit and passes it to his

No. 2 who takes it and makes the goal.

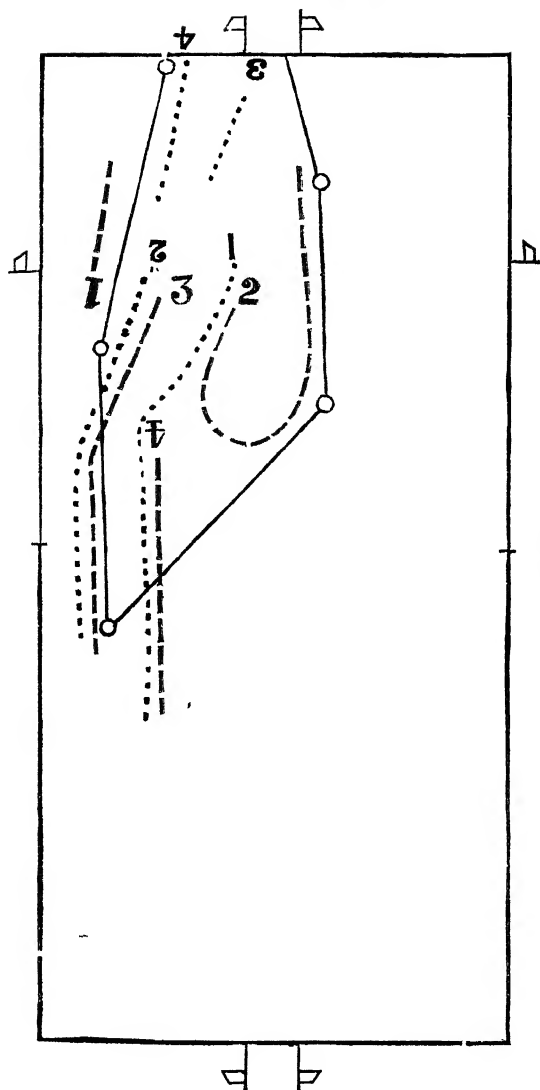


DIAGRAM No. 57.

No. 4 passes the ball to No. 2 who hits it. No. 3 of the opposing party, riding off

No. 2 hits the ball to the rear corner on his left. No. 2 of his side takes it and makes the goal.

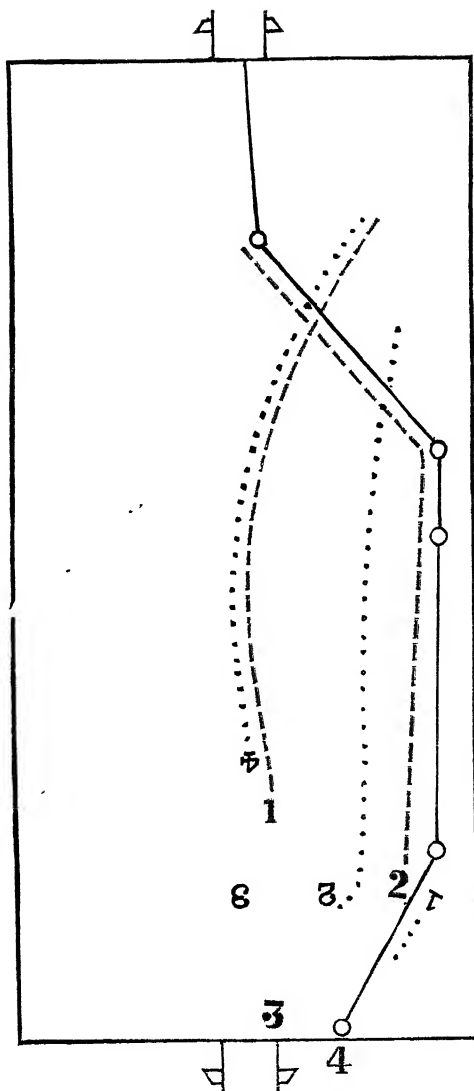


DIAGRAM No. 59.

No. 4 hits the ball. No. 2 takes it and gives it a long hit and finding opposing Nos. 2 and 4 riding for the ball, he dribbles it until they go in advance. Now he gives a right to left corner hit to the front and then makes the goal.

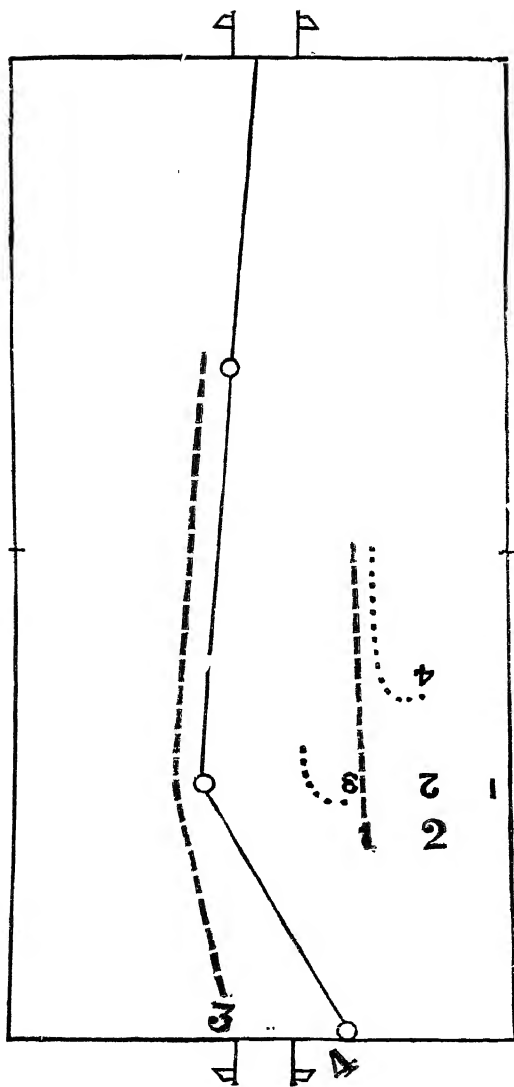


DIAGRAM No. 60.

No. 4 avoids hitting the ball towards his No. 2 where the opposing numbers are expecting it, but passes it to his No. 3 who makes the goal.

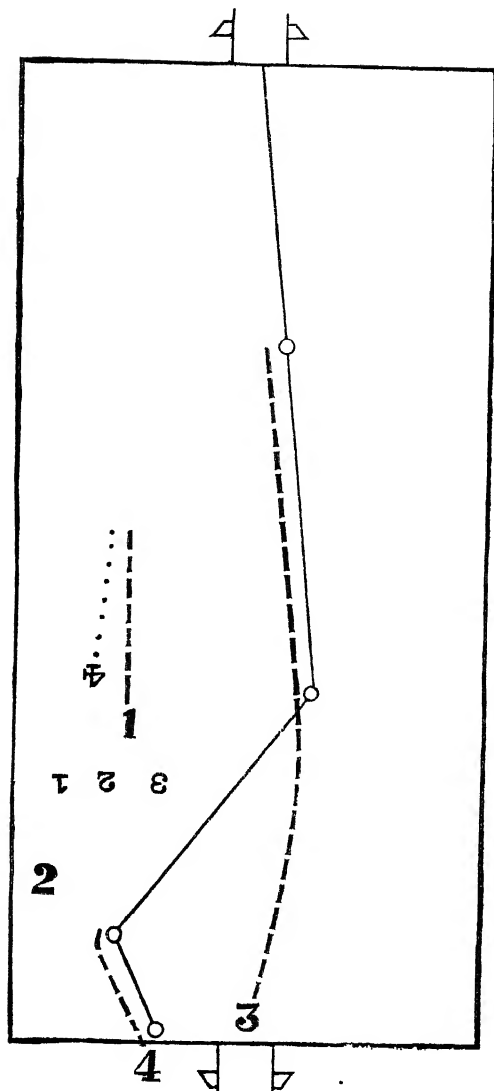


DIAGRAM No. 61.

No. 4 gently hits the ball towards his No. 2 to induce Nos. 1, 2 and 3 of the opposite party to ride towards the ball and when they so approach, as desired, he passes the ball to his No. 3 who makes the goal.

RAJAH OF BOBBILI.



Bangalore Cup 1927.
Ooty Cup 1927.

Rajah Venugopal Cup 1926.
The Mysore Cup 1927.

THE BOBBILI TEAM, 1927.



Rajah of Bobbili.

Venkatarama Rao.

Chouse Khan.

Narasiah.

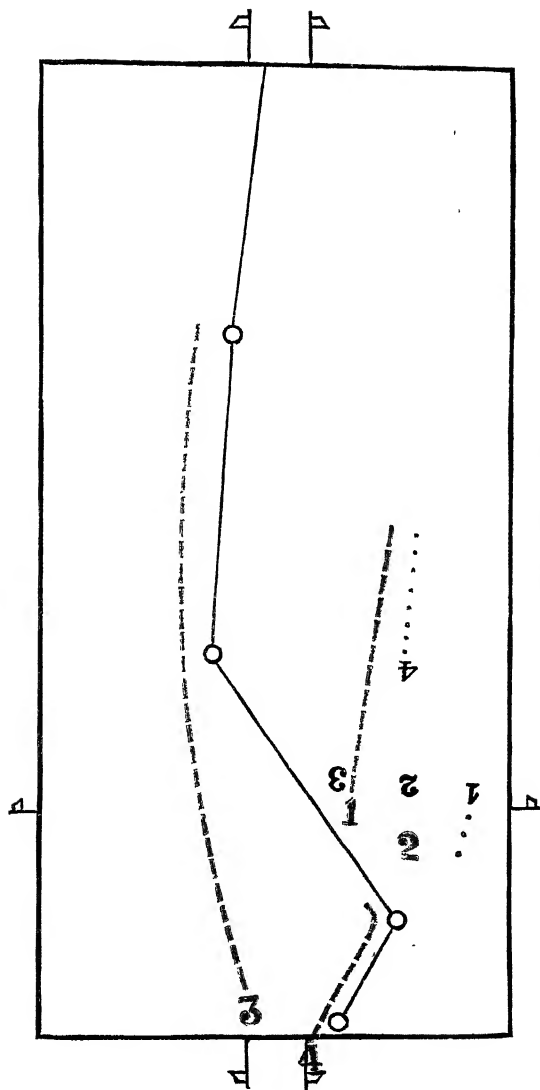


DIAGRAM No. 62.

No. 4 gently hits the ball towards his No. 2 and when the opposite players ride towards it, he hits it from right to left corner to the front and passes it to

No. 3 who makes the goal.

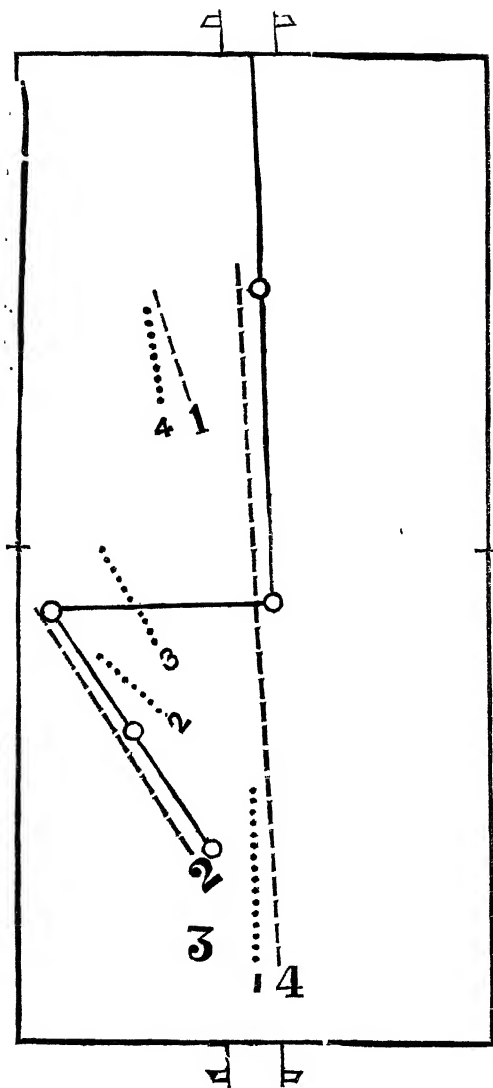


DIAGRAM No. 64.

No. 2 takes the ball in an angular direction to keep off No. 2 of the opposing party and finding No. 3 of the opposing party also on his way passes it to the centre.

The ball is now taken by No. 4 of his party who drives it into the goal.

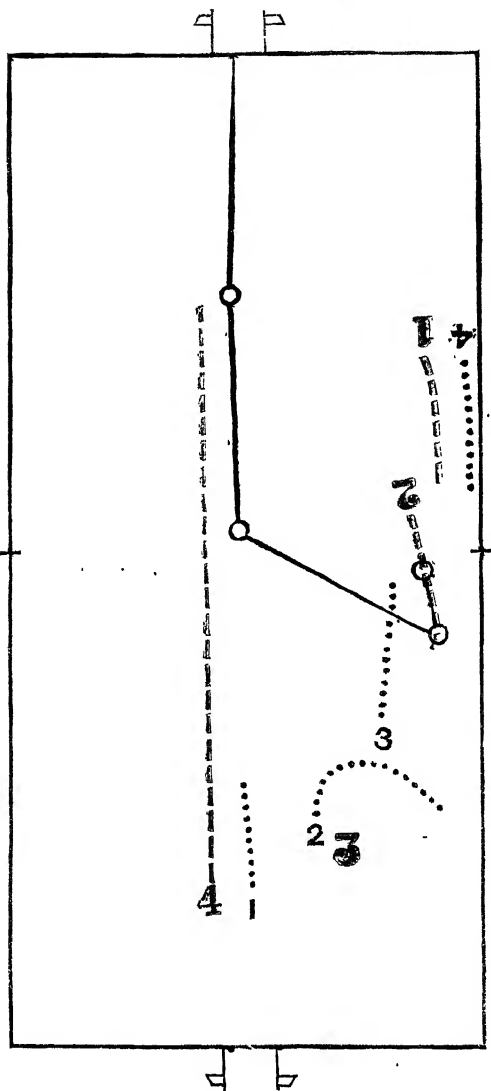


DIAGRAM No. 65.

No. 3 of the opposing party tries to take the ball, but No. 2 to avoid this, pushes the ball a bit to the front and then passes it to his No. 4 by a right corner back hit. No. 4 makes the goal.

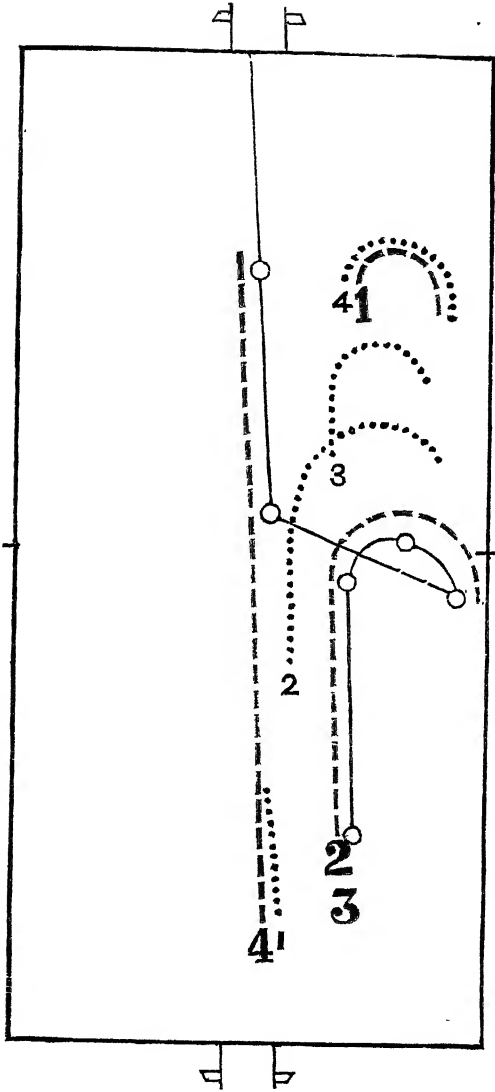


DIAGRAM No. 66.

No. 2 takes the ball. As the opposite party are strong on that side he dribbles the ball and turns it to induce the opposite party to follow him. When they do so, he passes the ball to No. 4 by a right corner back hit. He takes it and makes the goal.

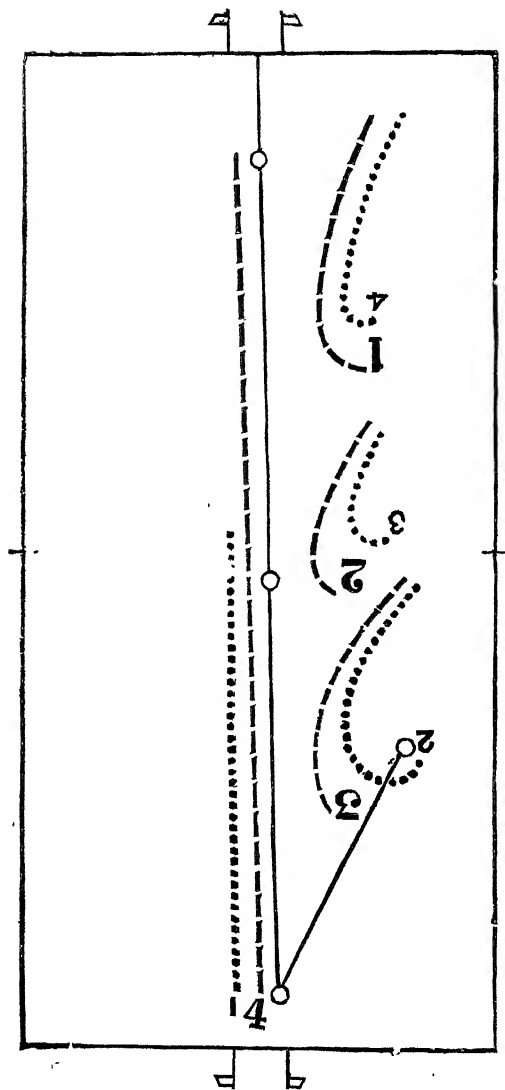


DIAGRAM No. 67.

No. 4 takes up the ball hit by No. 2 of the opposing party towards the goal and keeping it to his right, takes it to the goal. Here Nos. 2, 3 and 4 of the opposite party are successfully ridden off by Nos. 3, 2 and 1 of his own party.

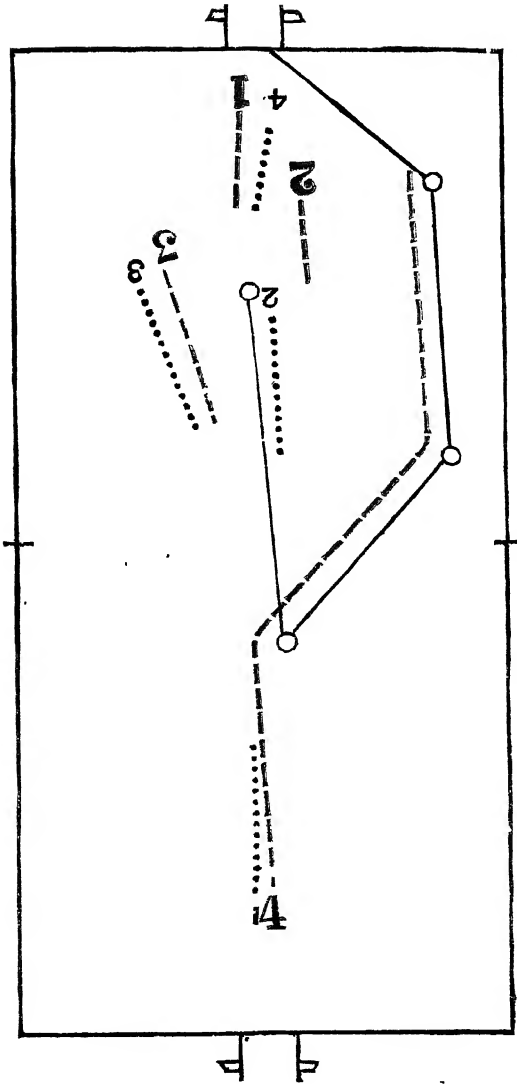


DIAGRAM No. 68.

No. 4 takes the ball hit by No. 2 of the opposing party and changing its direction, takes the ball near to the front corner and makes the goal by right to left front corner hit.

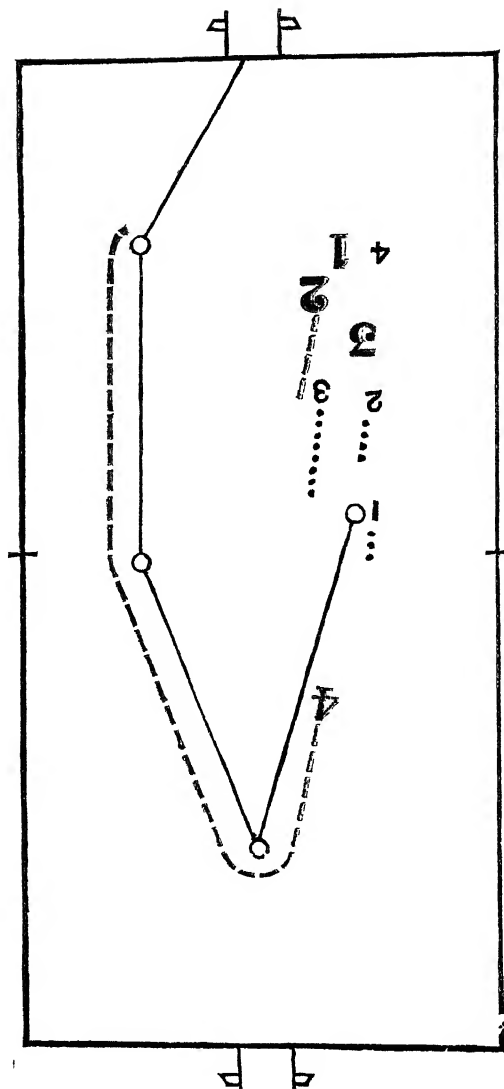


DIAGRAM No. 69.

No. 4 takes the ball hit by No. 1 of the opposing party and considering that it will not be possible to pass the ball to his party by a back hander, takes the ball himself by turning his horse and makes the goal.

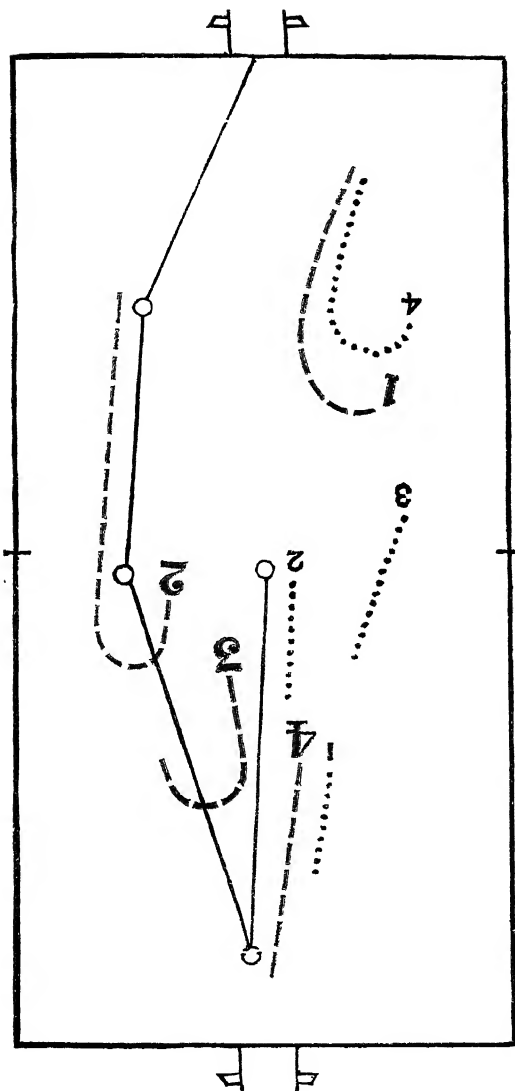


DIAGRAM No. 70.

No. 4 takes the ball hit by No. 2 of the opposing party, and passes it to his No. 2 by a right to right corner back hit. No. 2 makes the goal.

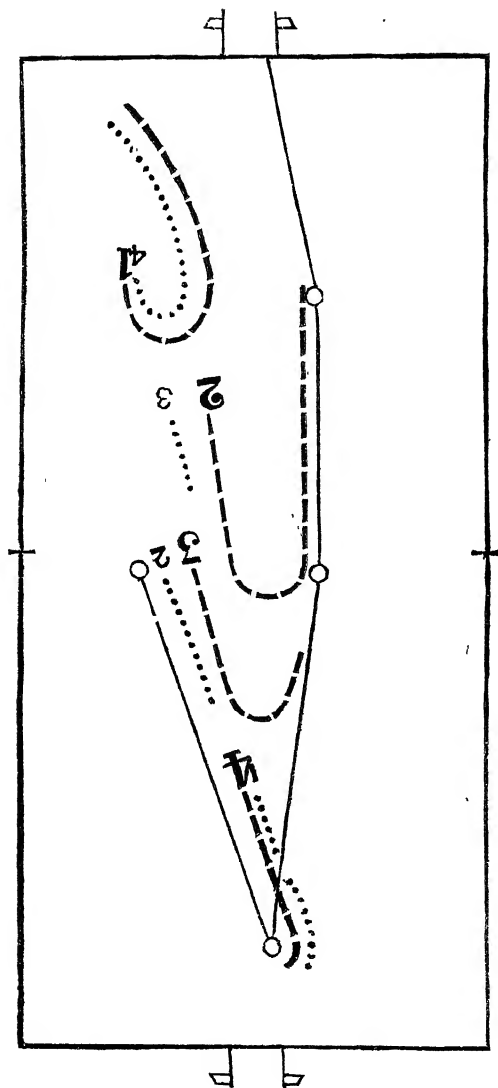


DIAGRAM No. 71.

No. 4 takes the ball hit by No. 2 of the opposing party and though No. 1 of the opposing party is riding him off, passes the ball to No. 2 by a back hit.

No. 2 of his party takes the ball and makes the goal.

MADRAS POLO TOURNAMENT, 1927.

NOVICE CUP.



VENKATAGIRI TEAM.

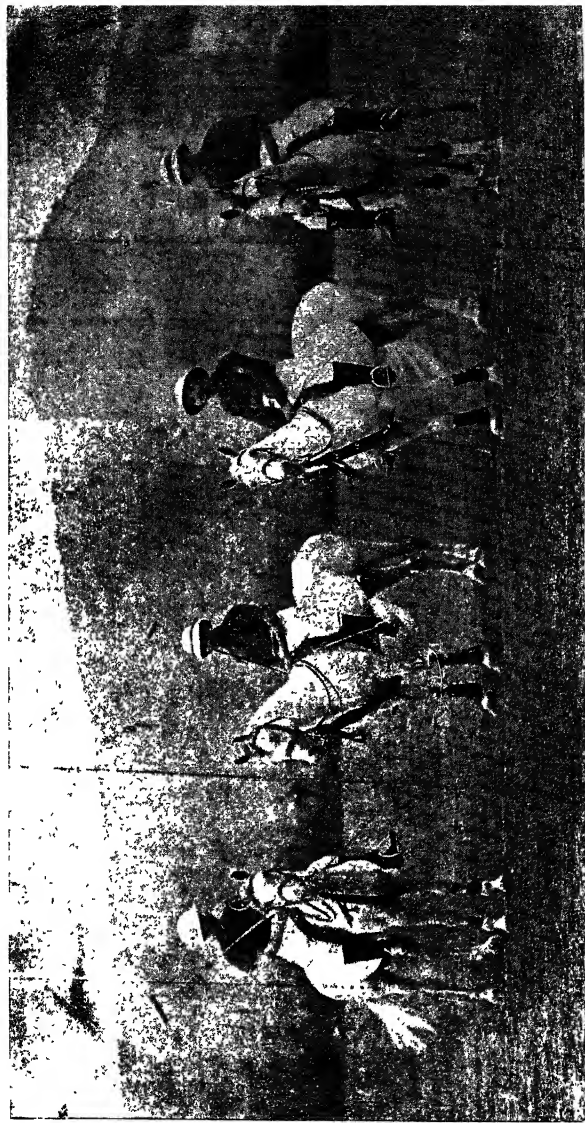
Raja of Bobbili.

Capt A. E. F. Maconochie.

Kumararaja of Venkatagiri.

2nd Prince of Venkatagiri.

THE MYSORE BIRTHDAY POLO TOURNAMENT, 1910.—(THE MYSORE CUP.)



THE GOLKONDA TEAM.

Mr. Green.

Capt. Shah Mirza Beg.

Nawab Hamid Yar Jung

Capt. Kadir Beg.

THE GOLCONDA TEAM.

An invincible premier team of Southern India. It was this team that first started the short dribbling game in Polo and adopted the tactics of the football player in passing the ball successfully to its own players by neat turnings and judicious placings. In addition to the extraordinary skill possessed by the individual players, the team as a whole won considerable attention by their good combination—a rare accomplishment in a fast game like Polo. This re-doubtable team brought this style of game to a high state of perfection and maintained their supremacy overcoming all obstacles. In spite of their cheap and small mounts they came out successful in most events to the admiration of the on—lookers and the chagrin of their opponents. Their play was a sight to see and admire. Such brilliant exhibition of dexterity proved conclusively that skill and craftsmanship in a team where combination and not individual effort was the aim, could come out victorious against pace and long driving capacity of the opposing team.

The finest performer of such tactics in the team was Major Shah Mirza Beg. He generally played as No. 2 in the game and his control over the ball was almost magical. He always played a level game with calmness and steadiness. He won a number of tournaments in India, London and France. On the occasion of the Pilgrim team winning the Indian Polo Association Championship at Lucknow in 1906, his play was so much appreciated that it was compared to a Rose among flowers.

A close attention of the play of Major Shah Mirza Beg has helped the author very much in the preparation of the diagrams appearing in this book and he takes this opportunity to place on record his indebtedness to the Major in this behalf.



HIS HIGHNESS THE LATE MAHARAJA RAJENDRA SINGH
OF PATIALA.

He passed away at Patiala on 11-11-1900. The Patiala team under his guidance won the championship tournament of 1899. He was a great sportsman a dashing Polo player and a good rider. He never knew fear and his hitting was straight and sure. He was an able exponent of the fast game. He had a large steed of the best and swift Polo Ponies. As a pigsticker he earned great fame and won two Dholepure gold cups. His spear was ready for cheetahs as well as wild pigs. India lost one of its best sportsmen in his untimely death.

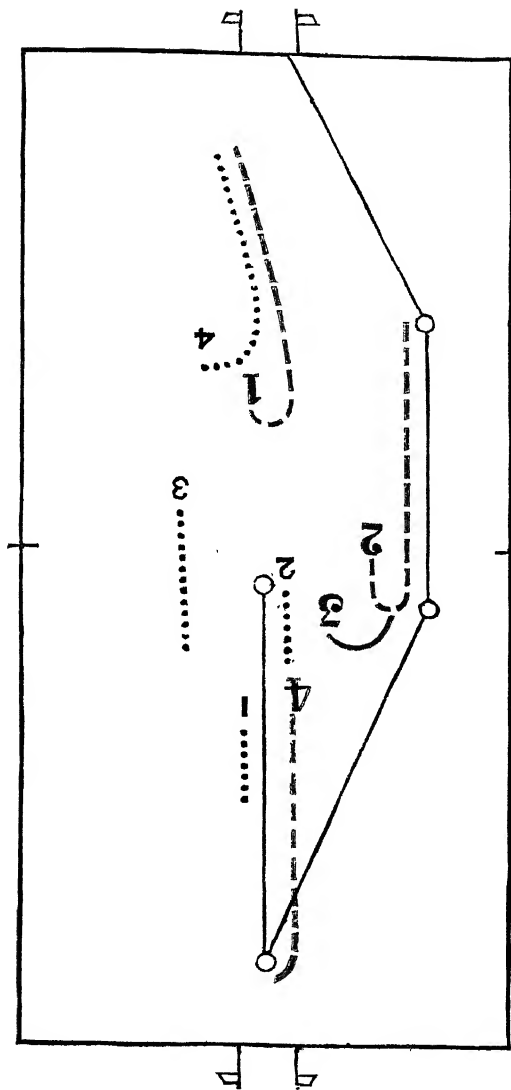


DIAGRAM No. 72.

No. 4 takes the ball hit by No. 2 of the opposing party and by a right to left corner back hit passes it to his No. 2 who makes the goal.

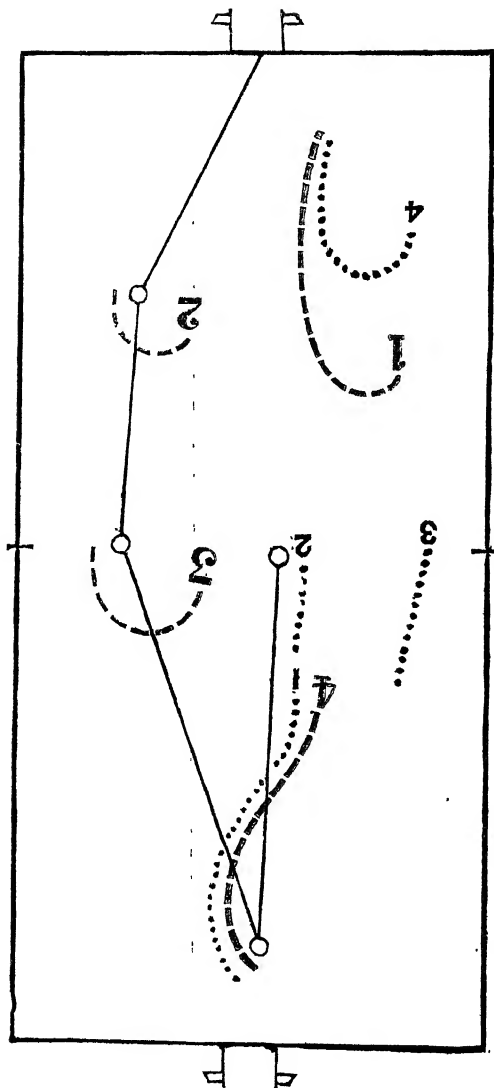


DIAGRAM No. 73.

No. 2 hits the ball to his No. 1 but No. 4 of the opposite party successfully rides him off and brings the ball to his left and passes it to No. 3 by a left to right corner back hit. He in turn passes it to No. 2 who makes the goal.

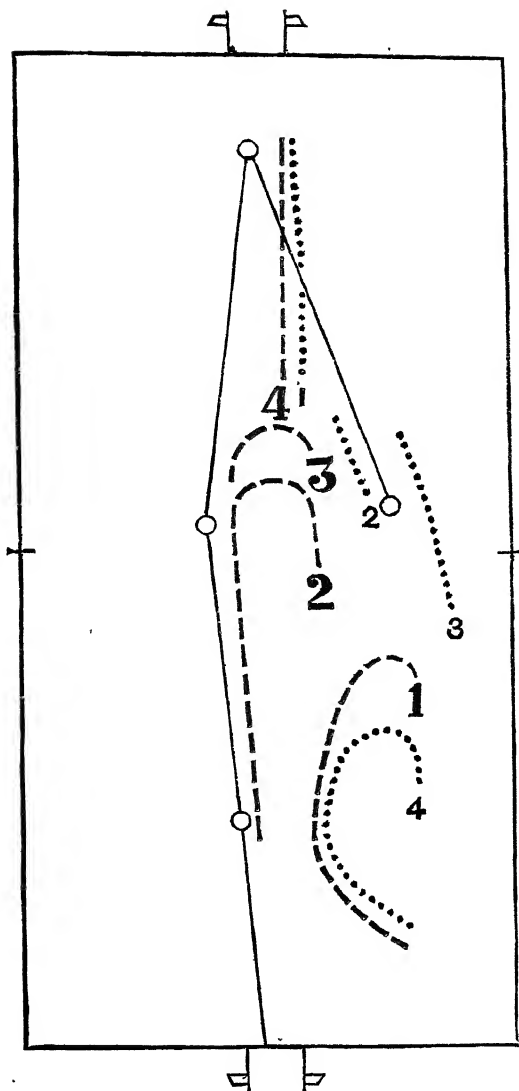


DIAGRAM No. 74.

No. 4 takes the ball hit by No. 2 of the opposing party and passes to his No. 2 by a straight back hit on the left. No. 2 makes the goal.

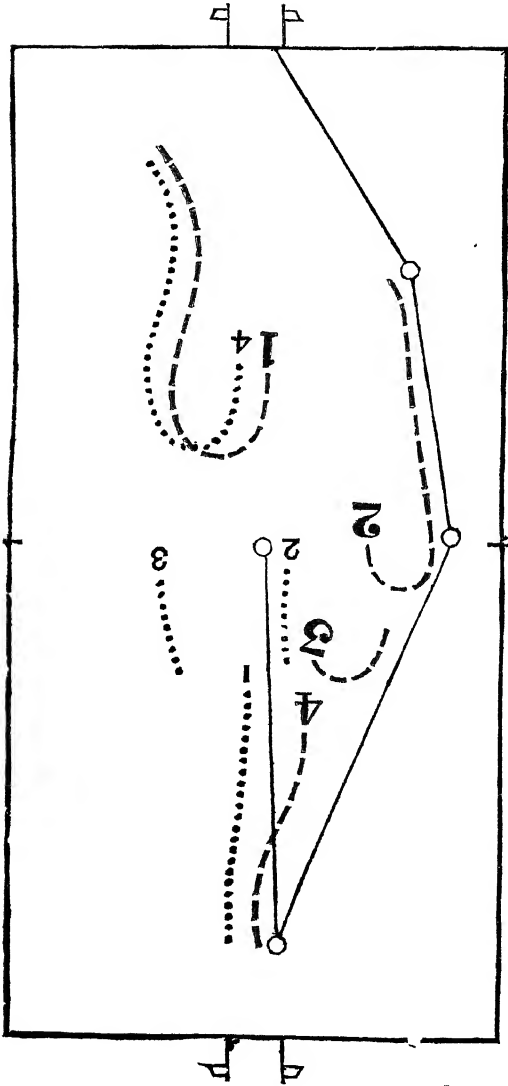


DIAGRAM No. 75.

No. 4 takes the ball hit by No. 2 of the opposing party and passes it to his No. 2 by a left to left corner back hit. No. 2 makes a clear goal.

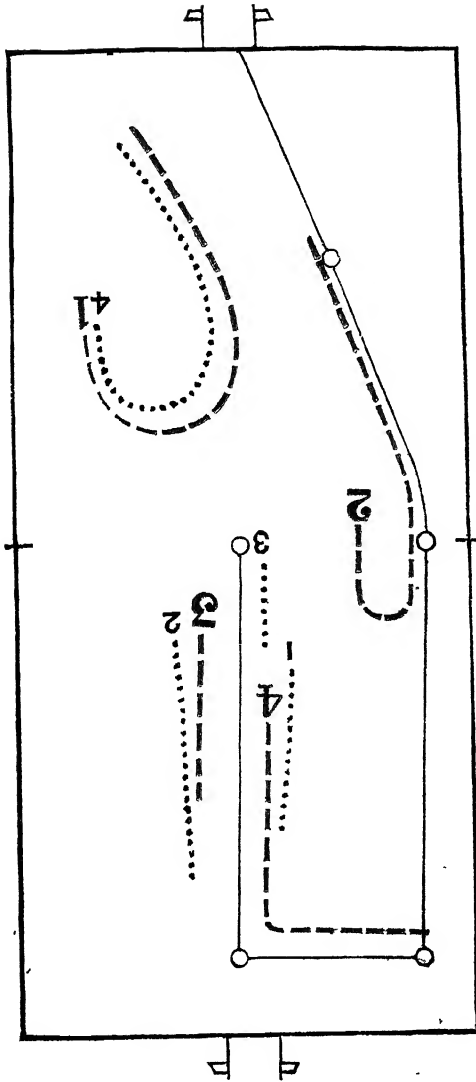


DIAGRAM No. 76.

No. 4 takes the ball hit by No. 3 of the opposing party and as goal is very near, gives the ball a hit from right to left under the neck. He then passes it by another similar hit to his No. 2 who makes the goal. A back-bander is no good in this instance.

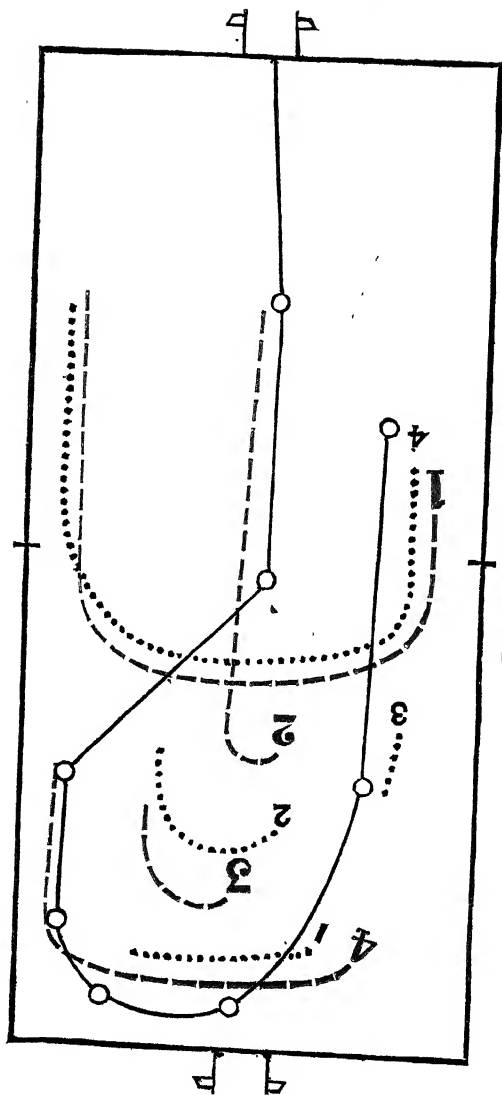


DIAGRAM No. 77.

The ball hit by Nos. 4 and 3 of the opposing party is taken by No. 4 near the goal.

As No. 1 is riding him off, he takes the ball to his left and finding No. 1 fall back, takes the ball to his right and passes it to his No. 2 by a front corner hit on his right side, No. 2 makes the goal.

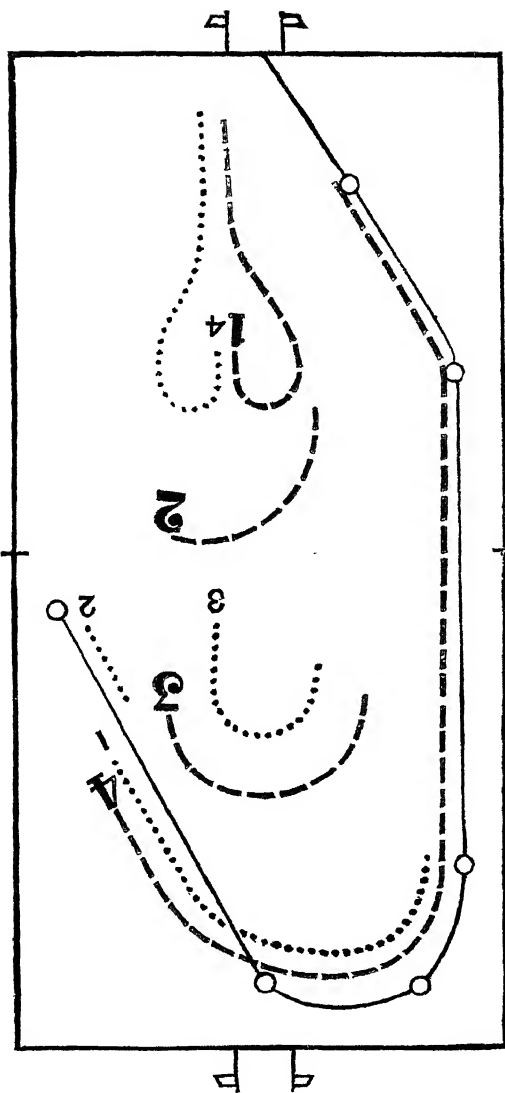


DIAGRAM No. 78.

No. 4 takes the ball hit by No. 2 of the opposing party and though No. 1 is riding him off, he rides in advance as his horse is swift enough and makes the goal.

COMBINATION.

That "union is strength" is a fact universally known. In this game the individual capabilities of a player do not help so much towards the success of the team, as combination does. Every player is expected to be free from self-interest and to play an unselfish game. He should not desire to win a name for himself as a brilliant hitter, but should always aim at the ultimate success of his team and keeping that in view, he should not mind who makes the goal, as long as one of his own party does it. When one of the players is taking the ball to the goal, the rest must watch him and be ready to take the ball if they perceive that he cannot take it any further. He himself should pass the ball to one of his party when he finds it difficult for him to proceed any more and should not persist in taking the ball himself to the goal.

Every player should possess a sharp and keen eye and an unerring aim so that he may be in a position to pass the ball to the player on his side without fail. No one should leave the place allotted to him. When one of the players has to change his position in the field, the player who is nearby must take his place and act in his stead and on the former coming back to his position retire to his original post.

Want of combination in the game has resulted in many of the teams breaking down hopelessly, though such teams were conspicuous for their individual courage and brilliant horsemanship.

I had the good fortune to see a number of Polo Tournaments both in India and England and had the opportunity to watch the play of many brilliant players, and it is my honest opinion that where combination lacks, failure is certain and where there is perfect combination, success is inevitable.

When all the players in a team are able to pass the ball accurately from one player to another, they have learnt the secret of combination; and success will be their reward. However brilliant the individual players may be, they cannot hope to achieve success if there is no combination among them. A team that can play an unselfish game, though composed of moderate players, will surely beat a team with four brilliant players without combination.

It was this perfect combination among the players that had procured for the Golconda team such a name and success, they so richly deserved.

TRAINING FOR TOURNAMENT.

In almost all games proficiency is attained only by constant practice and Polo is not an exception to this rule. Before a tournament, the players forming the team should every day undergo a strict training for practising the various hits, passes and other dodges of the game. In certain places it will be found difficult to get a sufficient number of players or ponies to play in a regular game with four on each side. It is then advisable to practise with two players on each side or with even one on each side. Such daily practice will considerably improve their hits and tactics and at the same time lengthen their staying powers in the field without fatigue.

When four members can be had, it is all the more convenient for practice and the players will then understand well the various errors and fouls in the game such as crossing, crooking etc., and the correct position they should occupy in the field and other details of the game. The individual players should practise their special hits and passes and become adepts in those strokes. They should also learn to play an unselfish game with the sole idea of winning the game for their side.

For a Polo player two qualities are essential and they are, bodily strength and endurance. I have had occasion to observe many a brilliant player lagging behind from sheer fatigue and unable to hit a ball to any long distance. This will not do in a tournament game. A team of mediocre abilities but with strength and endurance of individual players will score a sure victory over a team of brilliant players but with no stamina in them. To avoid this the players should take physical exercises regularly every day.

The following exercises, simple as they are, will make the players strong and enduring :—

(1) Run fast 100 yards and take rest for 3 minutes and repeat this a number of times every day.

(2) Use Dumb-bells or Indian Clubs every day for a sufficient length of time till the arms feel tired.

Before a tournament, take care of your diet. Milk and other nourishing food should be taken during training.

A player who has undergone such a good training will find it easy to rein in his animal with one hand even when it is in full gallop, hit the ball with all his strength and ride off his opponent successfully without fatigue.

THE POLO PONY.

The mere skill of a player, without a good pony to ride, will not do much to help in the success of the game. The choice of a good pony at the start is, therefore, essential for success. If money is no consideration, a player who wants to play in a first class game should go in for a pony which has already been thoroughly trained for Polo. A rich man can no doubt buy a number of such ponies and play in a first class game, but what of a good player who cannot afford to spend so

much on well trained ponies?. A good player who is also a fair horseman will find it easy to buy a number of decent animals, with good points in their favour, and give them a thorough training to his satisfaction. If he can train them easily, there will be no dearth for Polo ponies in his stables. Even in selecting the raw ponies, the player must see that he buys ponies with good pedigrees, for if they are underbred the time and energy spent in training will be nothing but waste.

Instead of dilating on the good points to be looked into in the selection of a pony for Polo, I will mention the following defects for which a Polo pony should be rejected.

1. A wild staring eye with no mildness in it.
2. A short thick neck and a lengthy back—both detrimental to easy turning.
3. Short and upright pasterns.
4. Long or broad hoofs turned inside—these are liable to make the pony fall when galloping.
5. Bow-Legs.
6. High stepping.
7. When the animal throws its legs in circles when running.
8. Want of weight and strength.

Items 5, 6 and 7 are not good for fast running.

In India, three kinds of ponies are chiefly used by Polo players and they are the Arabs, the Australians and the Country-Breds. A few English ponies are also found in some Polo grounds. 90 per cent of the Arabs, 50 per cent of the Australians and the English kind and 10 per cent of the Country-breds can be successfully trained for Polo. But the most

faithful of the three is the Arab. In justification of the above statement there are many stories and the following is one of them.

"Once upon a time there lived a king fond of big game hunting. One day he selected an Arab for his mount and started with his followers in pursuit of a wild boar which was causing much havoc in the fields and forests of his country. When he came in sight of the animal he was alone, for he outstripped his followers in his eagerness to meet the brute. Undaunted, he charged and ran his lance through its body, but unfortunately for him, the sudden compact unseated him from his horse and he fell to the ground and became unconscious. The Arab charger instead of running away in fright, stood by its master to save him from the attacks of the wounded brute, till the followers came and joined the king."

Besides being faithful an Arab has the following three good points in its favour. It does not pull, it can turn easily and it is not easily fatigued. So the Arab is considered the best animal for the game.

THE TRAINING OF THE PONY.

It is not an easy job to train a new pony for Polo and if the trainer is not an experienced and capable Polo player and a good horseman, it will be next to impossible to make it a first class pony. An untrained pony may take a long time to learn to play in a fast game, but with diligence and care a good horseman can train a pony in good condition within six months.

It is not advisable to take a raw pony to the Polo ground for training in the beginning. It should first be trained in the Ring and then in a Riding School, enclosed within walls high enough for the pony not to see the ground outside or to attempt to jump over it.

Put a plain and smooth snaffle in the pony's mouth with a standing martingale and long reins (about 20 feet) attached to the rings of the snaffle. Now the pony should be taken to the Ring and made to walk in circles and turn both ways. It should also be taught to rein back and go forward at the slightest pressure or slackening of the reins. When well trained in these movements it should be made to canter and gallop in circles, and to rein back suddenly when ordered. It should also be taught to change legs with every change of direction and to halt and gallop at the word of command.

The pony may now be made to canter in circles of decreasing size and to turn both ways suddenly when making these small circles. These exercises must be so arranged as not to make them look tedious to the pony or so prolonged as to make the pony restive or tired. The trainer should have a long whip in hand for correcting the pony if necessary.

When the pony is able to carry out all the movements easily and freely, a rider should mount the pony and repeat the exercises with short reins. When dismounting after the exercises, the trainer should give to the pony a carrot or some lucerne to make it forget the strain of the exercises and to induce a liking for the trainer. These exercises must be given regularly every day, except for a day of rest in the week.

Now the pupil should be brought into the School in company with other ponies and made to go through all the exercises which it learned in the Ring. When it works in company with others it will gain confidence and meet other ponies without shying. As there is sufficient room in the School, the pony should be made to canter and gallop in wider and smaller circles; to wheel to the right and left; to halt and start at the word of command and meet other ponies coming in front or back of it without biting or kicking. Then the pony

must be taught to hustle other ponies by making it push against another pony. This he must be trained to do at a walk or canter. In fine the pony must be well and thoroughly trained for the following movemets :—

(1) To turn on its haunches. (2) Right Pass. (3) Left Pass. (4) Gallop. (5) Halt. (6) Rein back.

Before the pony is taken to the Polo ground for practice with stick and ball, I would recommend a further training of the pony in a rectangular enclosure similar to a School but only 40 yards by 3 yards. In this the pony should be taken in a gallop from one end to another, and as the place is enclosed within walls the pony will naturally learn to stop suddenly and to turn on both sides as directed. These exercises are useful to make the pony turn on its haunches.

It is now time for the pony to be taken to the Polo ground or a large open field for exercise. The exercises (Fig. 17 to 24) given on pages 103, 104 & 105 should now be practised. When the pony is well trained in these exercises, it may be given a taste of the stick and the ball. The rider should provide himself with a stick and wave it in all directions to make the pony accustomed to the use of the stick. When the pony finds that the waving of the stick does not hurt him in any way it will not fight shy of it. When it is not afraid of the stick, a ball may be thrown on the field and a hit attempted at a walk. The hit must be made without raising the hand and at first gently. When the pony is thoroughly inured to the ball and the stick, more strength may be used in striking the ball. The speed may also be increased to a canter and gallop. Back handers, side hits, hits on the near side and other strokes may now be attempted but the rider must be careful to see that the pony's legs and the head are not hit by the stick. The exercises given in

Figs. 2 to 16 on pages 7 to 11 of the book should also be practised.

The pony may now be tried in a slow cantering game but never in a fast game. After a thorough training of the pony for six months, it may be allowed to play in a match and after a year it will be fit to compete with any first class pony in a fast game.

TRAINING EXERCISES FOR THE PONY.

CIRCLE.

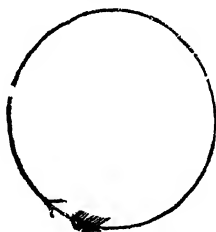


Figure. 17.

FIGURE OF 8.

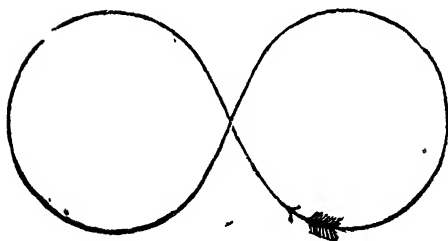


Figure 18.

CHAIN.

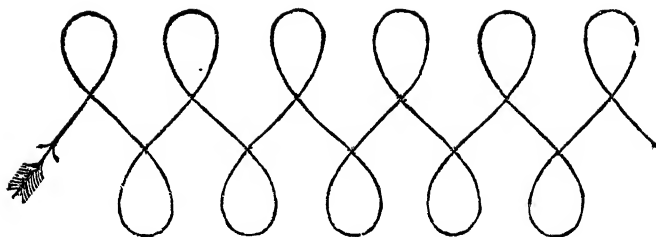


Figure 19.

SNAKE BEND.

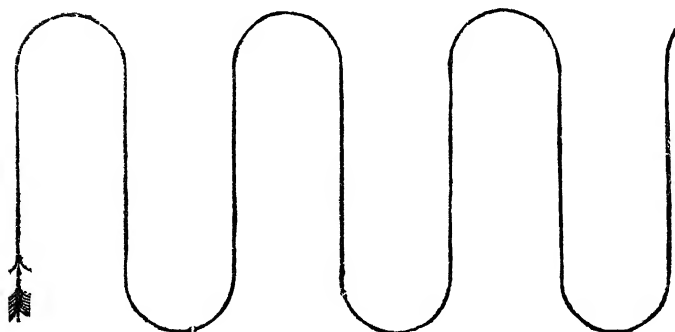


Figure 20.

CIRCLE TO RIGHT AND LEFT.

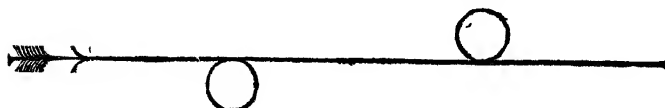


Figure 21.

SERPENTINE.



Figure 22.

RIGHT AND LEFT INCLINE.

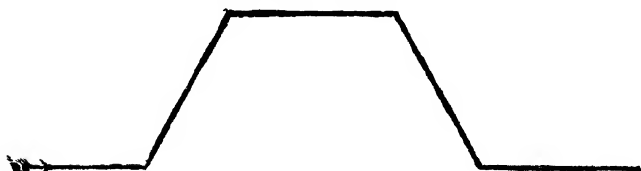


Figure 23.

LONG 8.

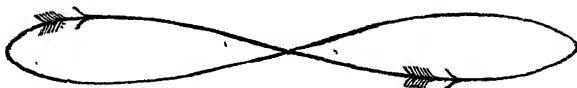


Figure 24.

SOME EXTRA HINTS.

1. Each player must wear a hat or turban and Polo boots to protect himself from any danger that may be caused by the ball when it is in motion or by the head of the Polo stick.

2. The boots must be provided with spurs, without rowels, and the player must hold a whip in his hand to make the Pony lively.

3. The rider must examine well the harness of the Pony before mounting.

4. The same Pony must not be used for more than two periods which must not be continuous. The duration of a period is $7\frac{1}{2}$ minutes.

5. The hair of the animal's tail and the hair on its neck must be trimmed. In the case of untrimmed tails, the hair must be bent and tied with cord to prevent them from interfering with the Polo stick in the act of hitting the ball.

6. When the game begins in the evening, the animal must be given less fodder and drink than usual for its midday feeding ; if not, it may suffer from colic.

7. After the game is over, the horse must be well rubbed. The horse that is used in any period must, after the close of the period, be cleaned well with a towel.

8. According to the rules of the Indian Polo Association an uncontrollable, a kicking or a biting Pony will not be admitted into Polo Tournaments. If a Pony shows a tendency to pull or bite when placed in the midst of other ponies, a suitable bit or muzzle for the mouth is the remedy. Castration in many cases cures the Pony of the bad habit of kicking.

9. It is difficult to choose a bit for a Pony that has to be newly trained. But after the nature of the Pony is studied it may be provided with a suitable bit. The Pony that can be managed with a Polo-bit may be regarded as one that does not pull.

10. Polo martingale may be used even from the first stages of a Pony's training. Cotton sashes are preferable to leather martingales. These make the Pony bend its head a little which facilitates turning and prevents pulling.

11. A Pony that pulls or falls in the field should be rejected as well as a Pony that is blind of an eye.

12. The Polo stick must measure from 52 to 54 inches. Sticks with round heads are useful for dribbling, and those with flat or curved heads are useful for long hits. The head of the Polo stick shall not exceed 10 inches in length or 10 ounces in weight, and must be made of one piece of wood.

The Polo sticks must be only slightly whippy. If over-elastic the ball may be missed or even if the ball is hit it may not pass in the desired direction; besides this when a hit under the neck of the animal is taken, the stick may bend and its head may injure the rider.

13. The size of the balls shall not exceed $3\frac{1}{4}$ inches in diameter and the weight of the ball shall not exceed $5\frac{1}{2}$ ounces.

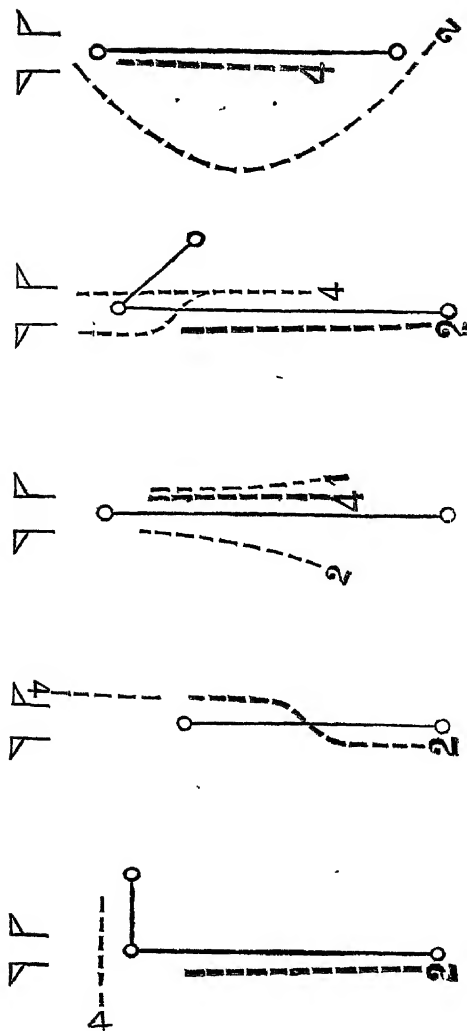
14. No player shall play with his left hand.

15. Dangerous riding as to cause harm to another player should be avoided.

16. The player should not intentionally strike his Pony with the head of his Polo stick.

17. Dismounted players are not allowed to hit the ball or to interfere in the game.

CROSSINGS.



Red is entitled to possession of the ball and should be given way to.

If not, a foul will be given against Black for Crossing.

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